Ogre Shaman 3



Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3



Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3



Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3



Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3

Ogre Shaman 3

Summon Ogre

2, Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.

Ogre shamans must be bright enough to learn their invocations and dim enough to use them.

Illus. Paolo Parente
©1993–1998 Wizards of the Coast, Inc. 91/143

3/3