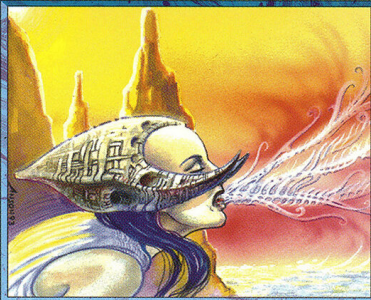


Siren's Call

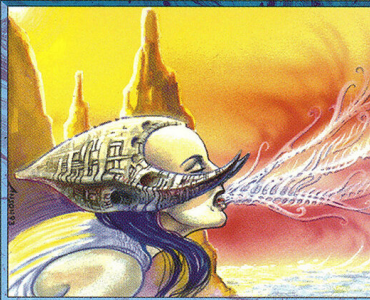


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are destroyed at end of turn. Play during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © Anson Maddocks

Siren's Call

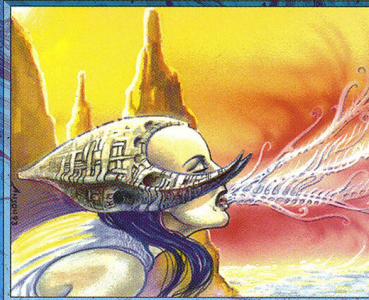


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are destroyed at end of turn. Play during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © Anson Maddocks

Siren's Call

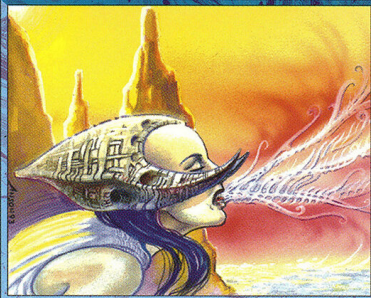


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are destroyed at end of turn. Play during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © Anson Maddocks

Siren's Call



Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are destroyed at end of turn. Play during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © Anson Maddocks