Trostani's Summoner 5



Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day

Trostani's Summoner 5

Creature — Elf Shaman

When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

1/1

Nils Hamm

™ & © 2013 Wizards of the Coast ★ 110/156 Game Day