Call of the Full Moon {1}{R}



Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+2 and has trample. *(It can deal excess combat damage to defending player or planeswalker while attacking.)*

At the beginning of each upkeep, if a player cast two or more spells last turn, sacrifice Call of the Full Moon.

134/272 U
ORI • EN Nils Hamm
™ & © 2015 Wizards of the Coast

Call of the Full Moon {1}{R}

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+2 and has trample. *(It can deal excess combat damage to defending player or planeswalker while attacking.)*

At the beginning of each upkeep, if a player cast two or more spells last turn, sacrifice Call of the Full Moon.

134/272 U
ORI • EN Nils Hamm
™ & © 2015 Wizards of the Coast

Call of the Full Moon {1}{R}

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+2 and has trample. *(It can deal excess combat damage to defending player or planeswalker while attacking.)*

At the beginning of each upkeep, if a player cast two or more spells last turn, sacrifice Call of the Full Moon.

134/272 U
ORI • EN Nils Hamm
™ & © 2015 Wizards of the Coast

Call of the Full Moon {1}{R}

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+2 and has trample. *(It can deal excess combat damage to defending player or planeswalker while attacking.)*

At the beginning of each upkeep, if a player cast two or more spells last turn, sacrifice Call of the Full Moon.

134/272 U
ORI • EN Nils Hamm
™ & © 2015 Wizards of the Coast