Trumpet Blast 2R



Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240

Trumpet Blast 2R

Instant M13

Attacking creatures get +2/+0 until end of turn.

Keldon warriors don't need signals to tell them when to attack. They need signals to tell them when to stop.

Carl Critchlow

™ & © 1993-2012 Wizards of the Coast LLC 152240