Thrull Champion 4⊕



Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.

Thrull Champion 4⊕

Summon Thrull

All Thrulls get +1/+1.
↗: Take control of a target Thrull. You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.
"Those idiots should never have bred Thrulls for combat!"
—Jherana Rure

Illus. Daniel Gelon 2/2
© 1994 Wizards of the Coast, Inc. All rights reserved.