Trumpet Blast 2R



Instant

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

™ & © 1993–2009 Wizards of the Coast LLC 160/249

Trumpet Blast 2R

Instant

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

™ & © 1993–2009 Wizards of the Coast LLC 160/249

Trumpet Blast 2R

Instant

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

™ & © 1993–2009 Wizards of the Coast LLC 160/249

Trumpet Blast 2R

Instant

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

™ & © 1993–2009 Wizards of the Coast LLC 160/249