Axelrod Gunnarson 4



Summon Legend

Trampl
Each time a creature is placed in the graveyard during a turn in which Axelrod damaged it, you gain 1 life and Axelrod does 1 damage to target player.

Illus. © 1994 Scott Kirschner 5/5

Axelrod Gunnarson 4



Summon Legend

Trampl
Each time a creature is placed in the graveyard during a turn in which Axelrod damaged it, you gain 1 life and Axelrod does 1 damage to target player.

Illus. © 1994 Scott Kirschner 5/5

Axelrod Gunnarson 4



Summon Legend

Trampl
Each time a creature is placed in the graveyard during a turn in which Axelrod damaged it, you gain 1 life and Axelrod does 1 damage to target player.

Illus. © 1994 Scott Kirschner 5/5

Axelrod Gunnarson 4



Summon Legend

Trampl
Each time a creature is placed in the graveyard during a turn in which Axelrod damaged it, you gain 1 life and Axelrod does 1 damage to target player.

Illus. © 1994 Scott Kirschner 5/5