

Fulgent Distraction

2*



Instant

Choose two target creatures. Tap those creatures, then unattach all Equipment from them.

"Channeling the white-hot power of all five suns creates a pretty good diversion."
—Yavash of the Accorders

Nic Klein

™ & © 1993–2010 Wizards of the Coast LLC 7/249

Fulgent Distraction

2*



Instant

Choose two target creatures. Tap those creatures, then unattach all Equipment from them.

"Channeling the white-hot power of all five suns creates a pretty good diversion."
—Yavash of the Accorders

Nic Klein

™ & © 1993–2010 Wizards of the Coast LLC 7/249

Fulgent Distraction

2*



Instant

Choose two target creatures. Tap those creatures, then unattach all Equipment from them.

"Channeling the white-hot power of all five suns creates a pretty good diversion."
—Yavash of the Accorders

Nic Klein

™ & © 1993–2010 Wizards of the Coast LLC 7/249

Fulgent Distraction

2*



Instant

Choose two target creatures. Tap those creatures, then unattach all Equipment from them.

"Channeling the white-hot power of all five suns creates a pretty good diversion."
—Yavash of the Accorders

Nic Klein

™ & © 1993–2010 Wizards of the Coast LLC 7/249