Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R

Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.

Gorilla War Cry 1 R



Instant

Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.
Draw a card at the beginning of the next turn's upkeep.
"Theirs is the art of blood." —Jaeuhl Carthalion, Juniper Order Advocate

Illus. Bryon Wackwitz
©1996 Wizards of the Coast, Inc. All rights reserved.