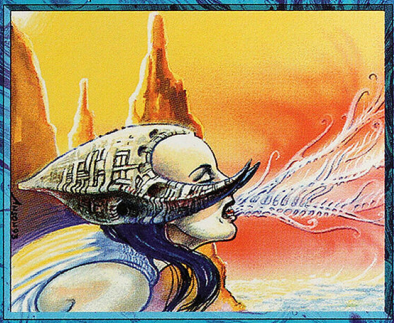
Siren's Call

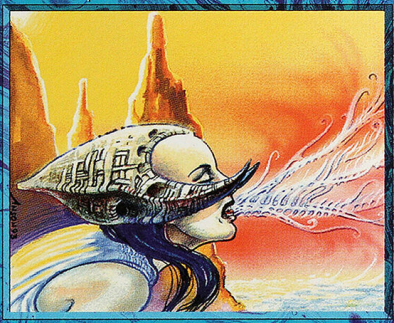


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

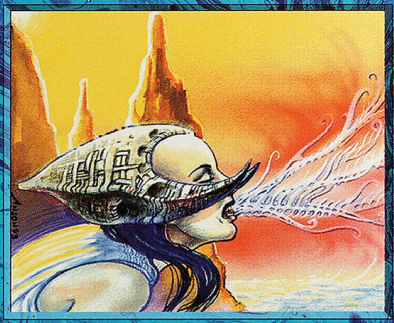


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

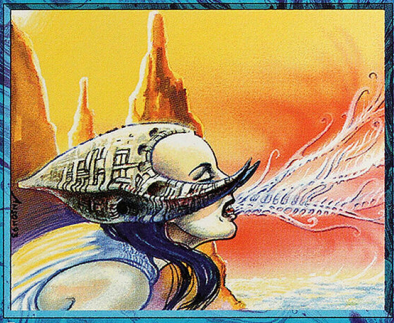


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call



Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

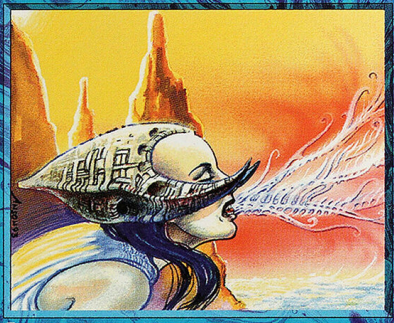


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

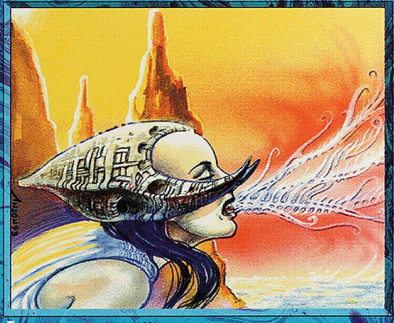


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

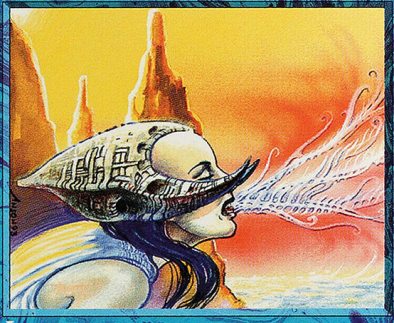


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

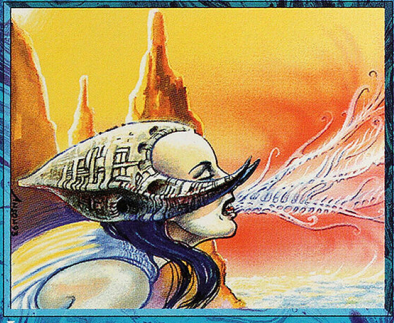


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

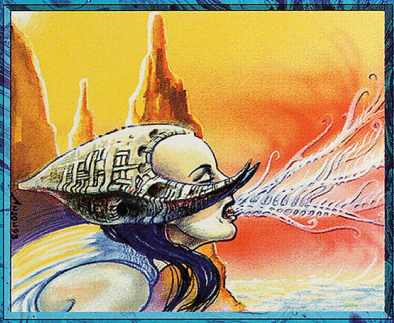


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

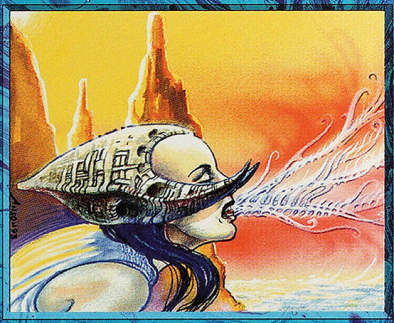


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

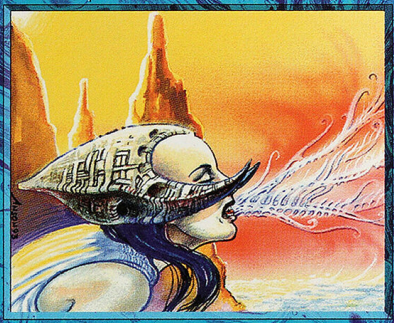


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

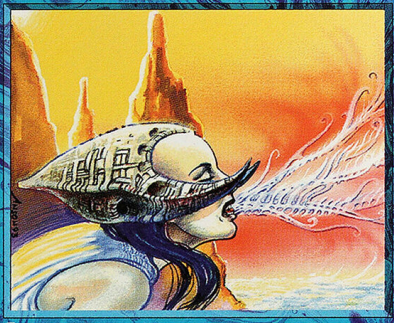


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call



Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

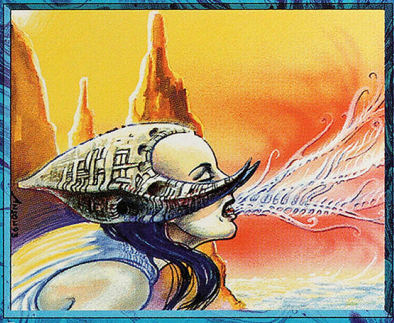


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

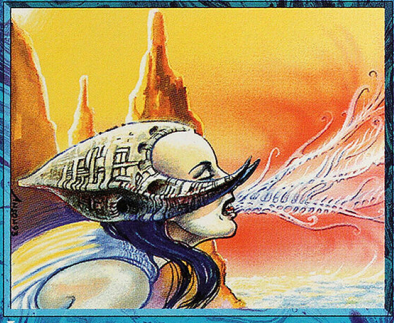


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

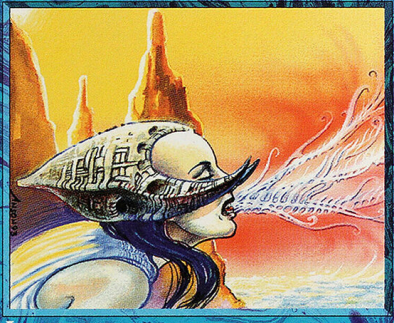


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

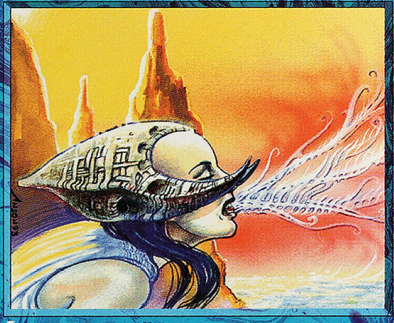


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

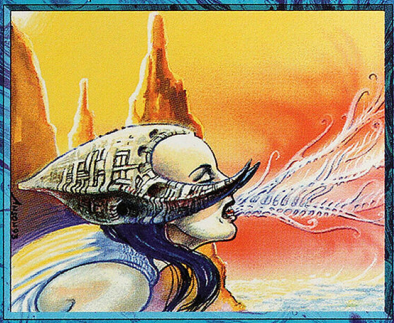


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

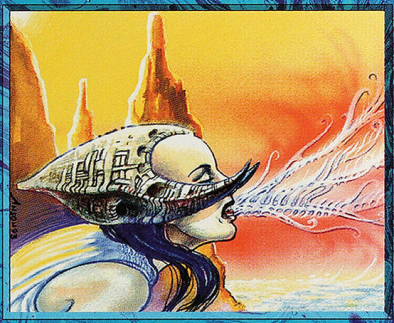


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

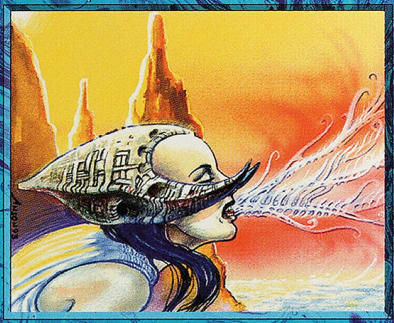


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

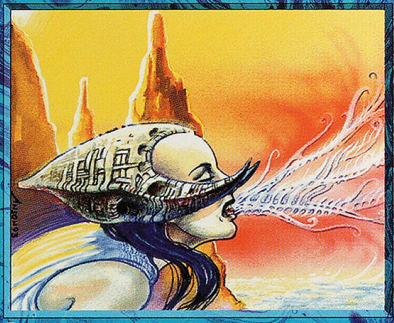


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call



Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

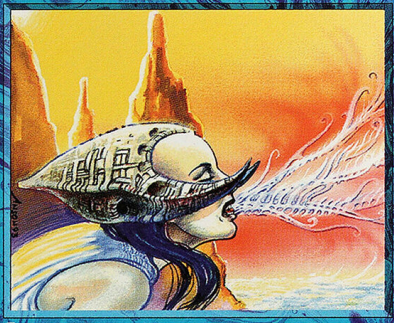


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

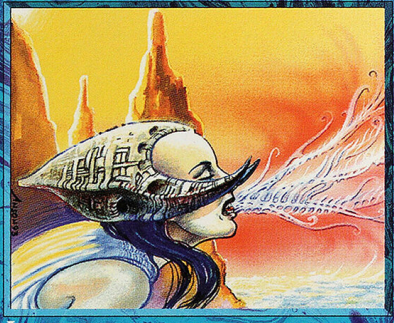


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

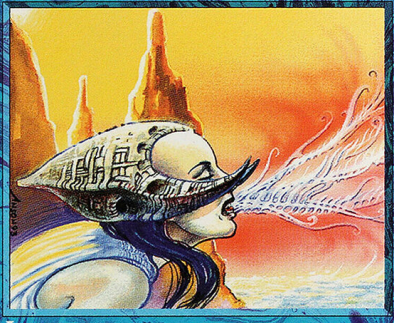


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

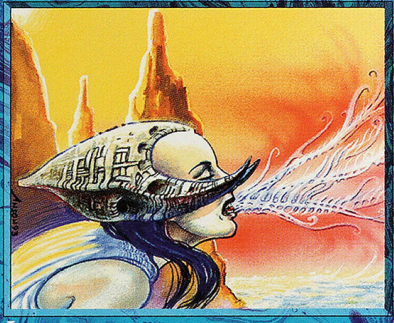


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

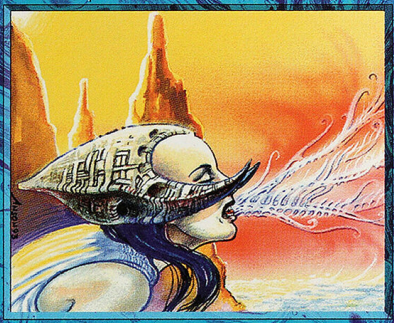


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

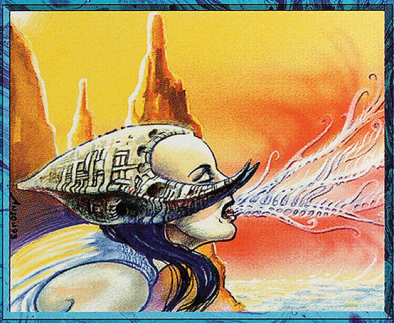


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

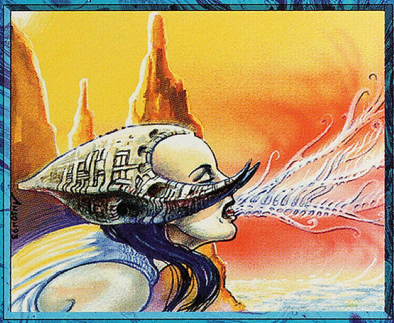


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

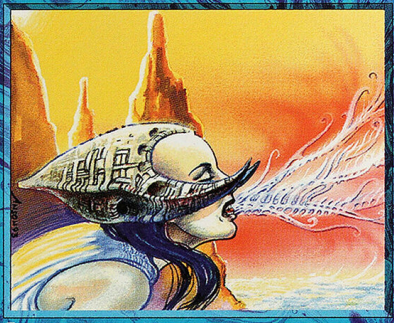


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call



Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

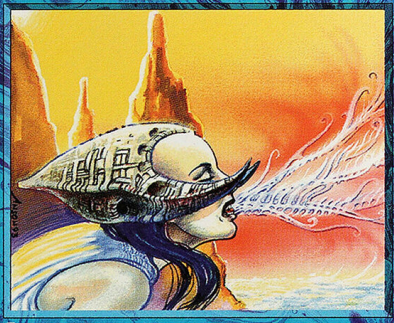


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

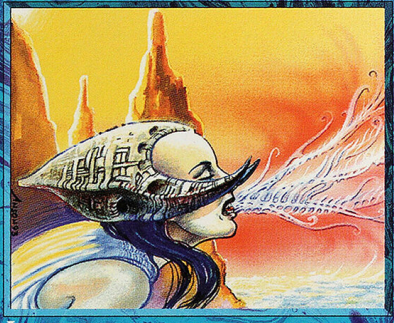


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

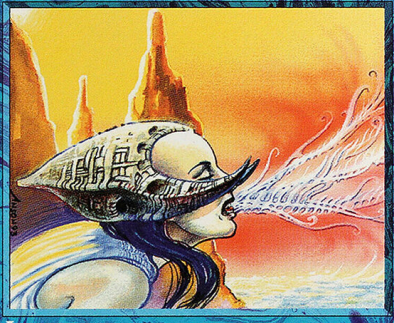


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call

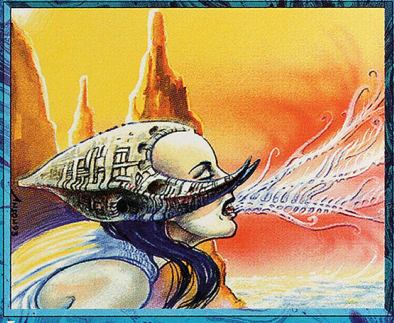


Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks

Siren's Call



Instant

All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can be played only during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Illus. © 1994 Anson Maddocks