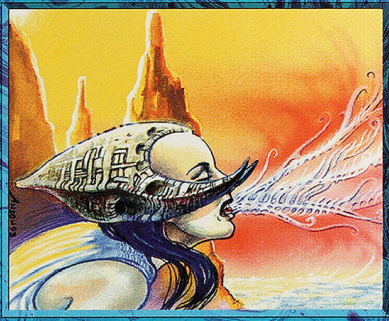
Siren's Call

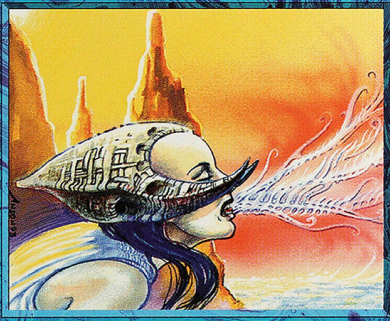


Instant

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.

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Siren's Call

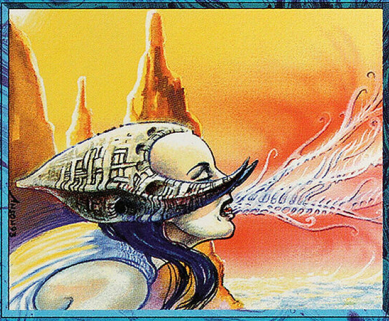


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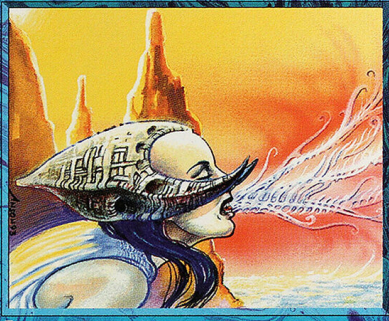


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