Slaughterhorn {2}{G}



Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}



Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}



Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}



Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast

Slaughterhorn {2}{G}

Creature — Beast

Bloodrush — {G}, Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

The Orzhov clergy would never cross its path, but sending thrull couriers to do so is cheap and entertaining.

3/2

136/249 C
MM3 • EN ▶ Steve Prescott
™ & © 2017 Wizards of the Coast