## Slaughterhorn



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

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

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

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

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