Trip Wire 2G



Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230

Trip Wire 2G

Sorcery

Destroy target creature with horsemanship.

*Trip wire, hooked poles, and sunken pits were commonly used to unhorse riders during the Three Kingdoms period.*

Illus. Hong Yan

™ & © 1993-2009 Wizards of the Coast LLC 137/230