

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

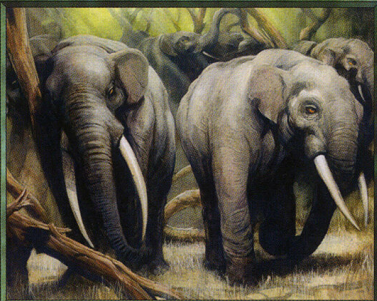
Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

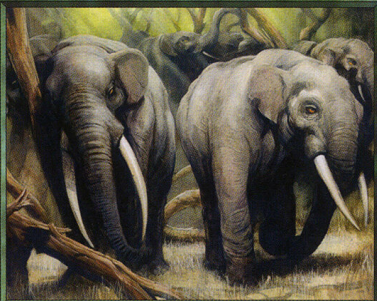
Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

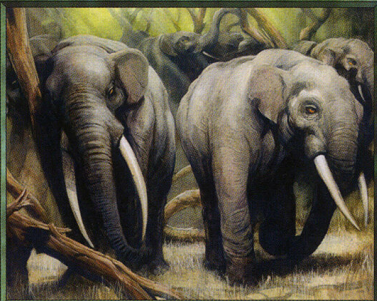
Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

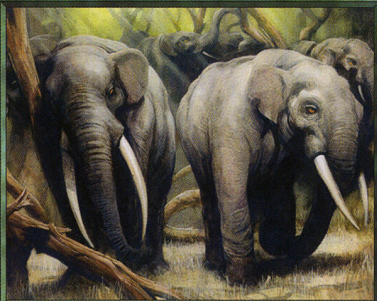
Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121

Call of the herd 2



Sorcery

Put a 3/3 green Elephant creature token into play.

Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

Illus. Carl Critchlow

TM & © 1993-2006 Wizards of the Coast, Inc. 74/121