Invigorated Rampage



Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast

Invigorated Rampage

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast

Invigorated Rampage

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast

Invigorated Rampage

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast

Invigorated Rampage

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast

Invigorated Rampage

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast

Invigorated Rampage

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast

Invigorated Rampage

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

086/184 U
AER • EN ✍ Craig J Spearing
™ & © 2017 Wizards of the Coast