Demonic Ruckus

{1}{R}



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has menace and trample.

When Demonic Ruckus is put into a graveyard from the battlefield, draw a card.

Plot {R} *(You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

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