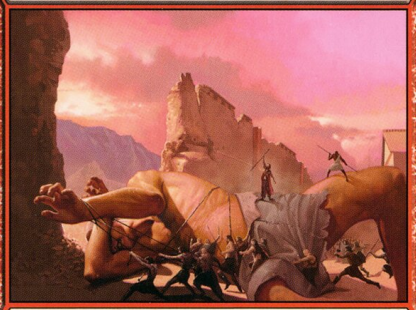
Rouse the Mob



Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

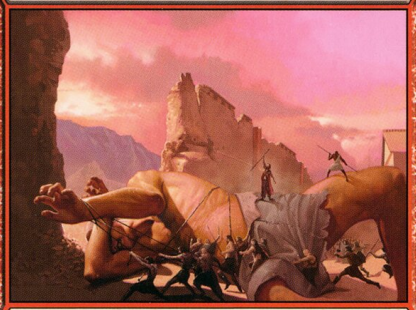
*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob



Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

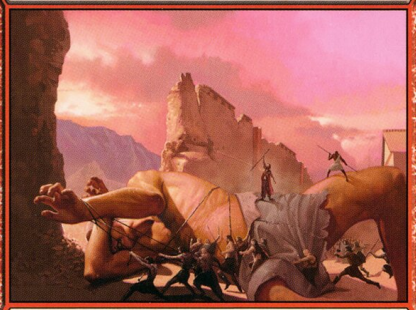
*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob



Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

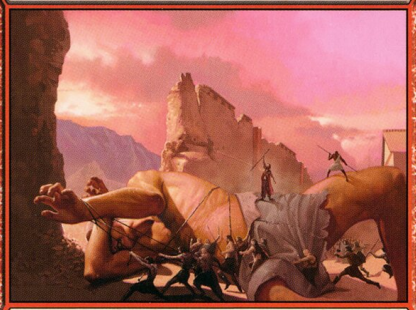
*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob



Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165

Rouse the Mob

Instant

*Strive* — Rouse the Mob costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

John Stanko

™ & © 2014 Wizards of the Coast 109/165