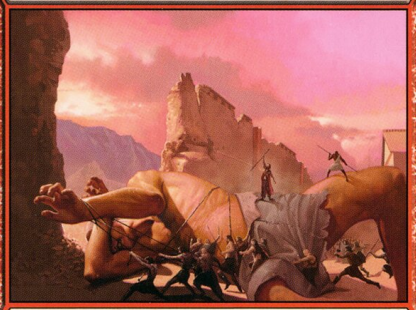
Rouse the Mob



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

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