

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



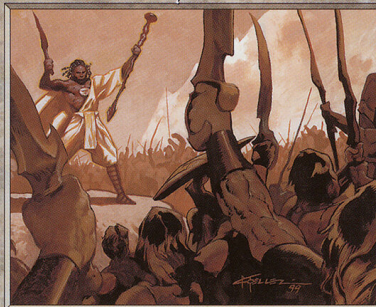
If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant



If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

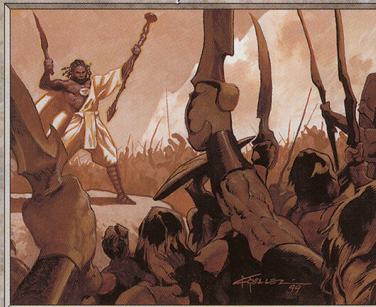
6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.
Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

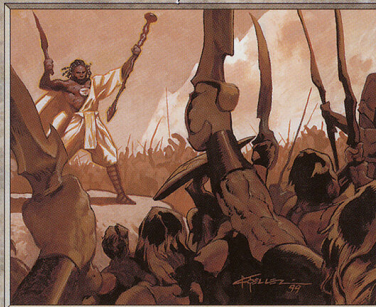
If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

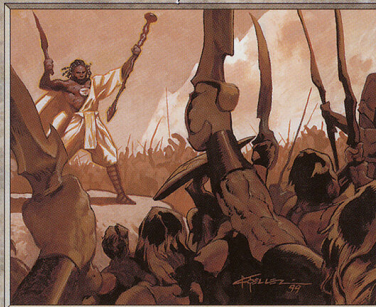
If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350

Ramosian Rally

3 ✱



Instant

6

If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Illus. Christopher Moeller
©1993-1999 Wizards of the Coast, Inc. 38/350