Run Amok



Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok



Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok



Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok



Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast

Run Amok

Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

Keld faced an apocalypse to fulfill a dire prophecy. Now Keldons have nothing left to believe in except themselves.

140/269 C
DOM • EN
Svetlin Velinov

™ & © 2018 Wizards of the Coast