Invigorated Rampage {1}{R}

Instant

Choose one —
- Target creature gets +4/+0 and gains trample until end of turn.
- Two target creatures each get +2/+0 and gain trample until end of turn.

Gremlins can change from pest to problem to plague in the span of a moment.

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AER • EN ✍ Craig J Spearing

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