Rampaging Soulrager 2R



Creature — Spirit

Rampaging Soulrager gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.

The souls of those who perished before Valgavoth's Ascension exist now only as fractured echoes of who they once were.

1/4

C 0151
DSK • EN
Slawomir Maniak

™ & © 2024 Wizards of the Coast

Rampaging Soulrager 2R

Creature — Spirit

Rampaging Soulrager gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.

The souls of those who perished before Valgavoth's Ascension exist now only as fractured echoes of who they once were.

1/4

C 0151
DSK • EN
Slawomir Maniak

™ & © 2024 Wizards of the Coast

Rampaging Soulrager 2R

Creature — Spirit

Rampaging Soulrager gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.

The souls of those who perished before Valgavoth's Ascension exist now only as fractured echoes of who they once were.

1/4

C 0151
DSK • EN
Slawomir Maniak

™ & © 2024 Wizards of the Coast

Rampaging Soulrager 2R

Creature — Spirit

Rampaging Soulrager gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.

The souls of those who perished before Valgavoth's Ascension exist now only as fractured echoes of who they once were.

1/4

C 0151
DSK • EN
Slawomir Maniak

™ & © 2024 Wizards of the Coast

Rampaging Soulrager 2R

Creature — Spirit

Rampaging Soulrager gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.

The souls of those who perished before Valgavoth's Ascension exist now only as fractured echoes of who they once were.

1/4

C 0151
DSK • EN
Slawomir Maniak

™ & © 2024 Wizards of the Coast