Run Amok



Instant

Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*

Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.

C 0258
TLE • EN ✒ Hristo D. Chukov

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast
Run Amok
Instant
Target attacking creature gets +3/+3 and gains trample until end of turn. *(It can deal excess combat damage to the player it's attacking.)*
Even without its rider, a Komodo Rhino will cause its fair share of destruction—unaided and unprompted.
C 0258
TLE • EN ✒ Hristo D. Chukov
©2025 Viacom.
™ & © 2025 Wizards of the Coast