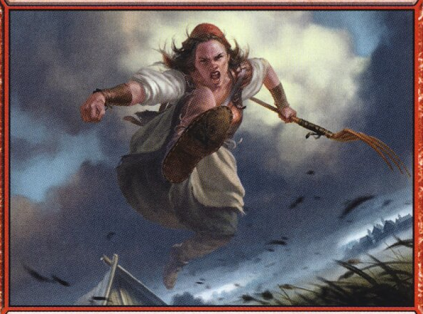
Rush of Adrenaline



Instant

Target creature gets +2/+1 and gains trample until end of turn.

Scarecrows only go so far in sending the message to stay away.

177/297 C
SOI • EN Chris Rallis

™ & © 2016 Wizards of the Coast

Rush of Adrenaline

Instant

Target creature gets +2/+1 and gains trample until end of turn.

Scarecrows only go so far in sending the message to stay away.

177/297 C
SOI • EN Chris Rallis

™ & © 2016 Wizards of the Coast

Rush of Adrenaline

Instant

Target creature gets +2/+1 and gains trample until end of turn.

Scarecrows only go so far in sending the message to stay away.

177/297 C
SOI • EN Chris Rallis

™ & © 2016 Wizards of the Coast

Rush of Adrenaline

Instant

Target creature gets +2/+1 and gains trample until end of turn.

Scarecrows only go so far in sending the message to stay away.

177/297 C
SOI • EN Chris Rallis

™ & © 2016 Wizards of the Coast