

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast

Overrun2



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Nature doesn't walk.

U 0230
FDN • EN CARL CRITCHLOW™ & © 2024 Wizards of the Coast