Overrun 2GGG



Sorcery

Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

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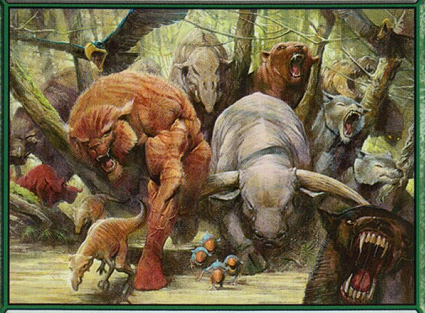
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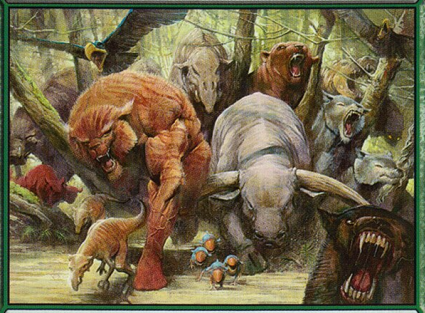
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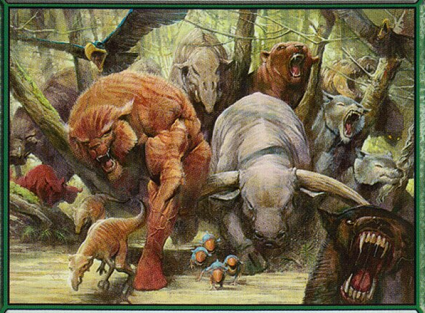
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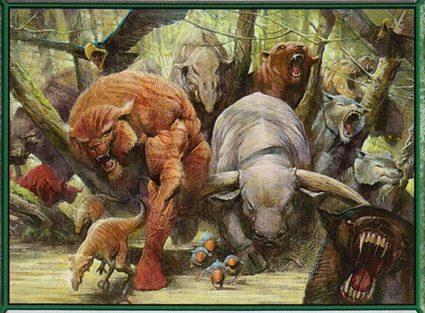
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