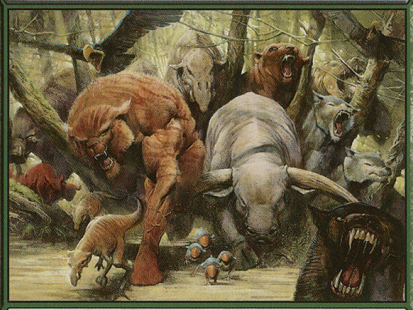
Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

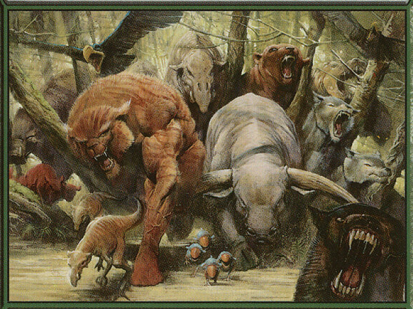
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

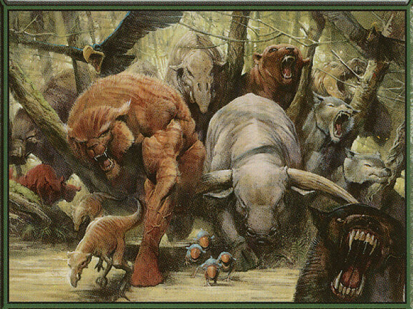
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

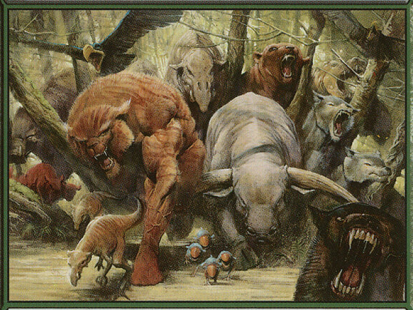
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

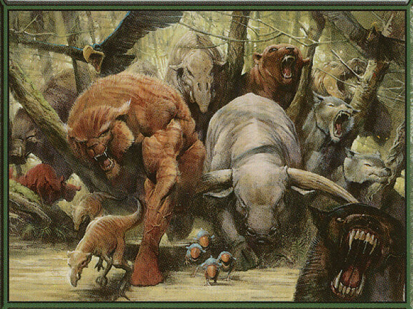
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

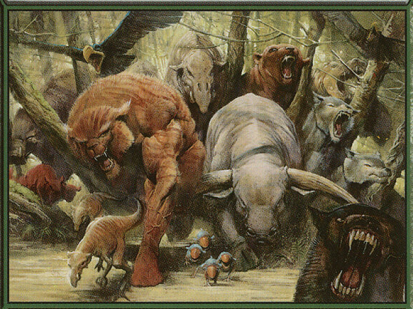
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

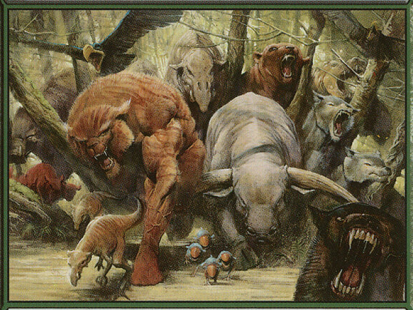
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

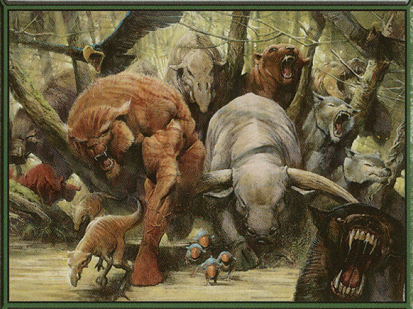
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

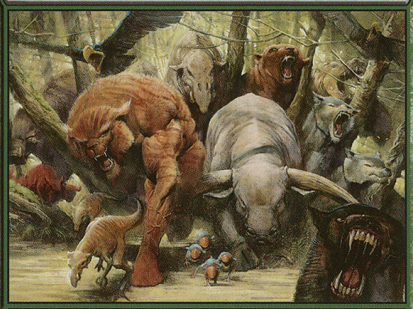
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

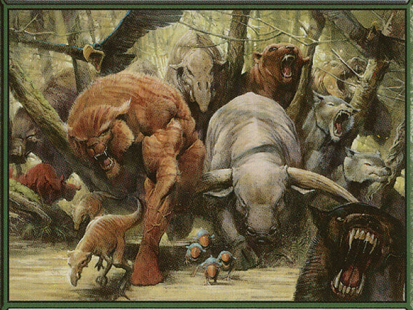
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

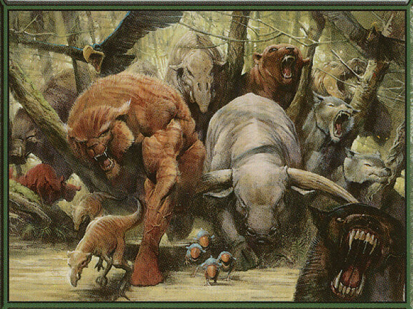
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

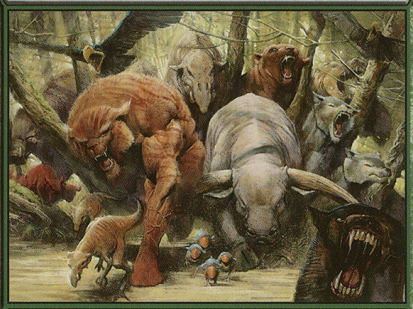
Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳



Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65

Overrun 2🌳🌳🌳

Sorcery

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

Nature doesn't walk.

Carl Critchlow

™ & © 1993-2009 Wizards of the Coast LLC 24/65