Math is for Blockers 4



Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16

Math is for Blockers 4

Sorcery R

Damage can't be prevented this turn. Creatures you control have double strike, trample, and must attack if able until end of turn.

CONFIDENTIAL 7/13/2023 DA1 RR16