Aurochs 3G



Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G



Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G



Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G



Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383

Aurochs 3G

Creature — Aurochs

Trample

Whenever Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

One aurochs may feed a village, but a herd will flatten it.

2/3

Ken Meyer, Jr.

™ & © 1993-2006 Wizards of the Coast, Inc. 225/383