Overrun 2GGG



Sorcery

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

Nature doesn't walk.

103/136 U
GN3 • EN Carl Critchlow

™ & © 2022 Wizards of the Coast

Overrun 2GGG



Sorcery

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

Nature doesn't walk.

103/136 U
GN3 • EN Carl Critchlow

™ & © 2022 Wizards of the Coast

Overrun 2GGG



Sorcery

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

Nature doesn't walk.

103/136 U
GN3 • EN Carl Critchlow

™ & © 2022 Wizards of the Coast

Overrun 2GGG



Sorcery

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

Nature doesn't walk.

103/136 U
GN3 • EN Carl Critchlow

™ & © 2022 Wizards of the Coast