

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast

Overwhelm5

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

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

*"Let the song of Selesnya be heard above the rhythm of our thundering hordes!"*

152/249 UMM2 • EN WAYNE REYNOLDS™ & © 2015 Wizards of the Coast