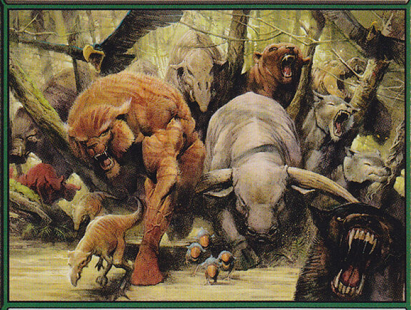
Overrun 2GGG



Sorcery M12

Creatures you control get +3/+3 and gain trample until end of turn. *(If a creature you control would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)*

Carl Critchlow

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