Orgg 3RR



Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR



Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR



Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR



Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6

Orgg 3RR

Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

It's bigger than it thinks.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 67/121

6/6