Overwhelming Encounter



Sorcery

Creatures you control gain vigilance and trample until end of turn. Roll a d20.

1–9 | Creatures you control get +2/+2 until end of turn.

10–19 | Put two +1/+1 counters on each creature you control.

20 | Put four +1/+1 counters on each creature you control.

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CLB • EN ✒ Darek Zabrocki

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