## Overwhelming Encounter {3}{G}{G}



**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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