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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki

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.

245/361 U
CLB • EN
™ & © 2022 Wizards of the Coast
Darek Zabrocki