Hunter's Talent

1



(Gain the next level as a sorcery to add its ability.)

When Hunter's Talent enters, target creature you control deals damage equal to its power to target creature you don't control.

1: **Level 2**

Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.

3: **Level 3**

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

Enchantment — Class

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