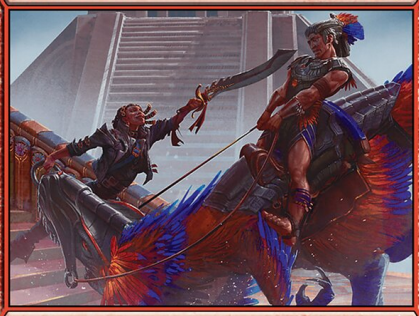
Sure Strike 1R



Instant

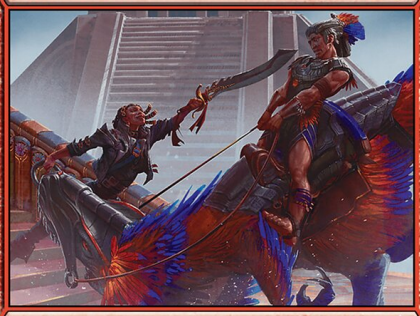
Target creature gets +3/+0 and gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

"Everyone has a weak spot."

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Sure Strike 1R



Instant

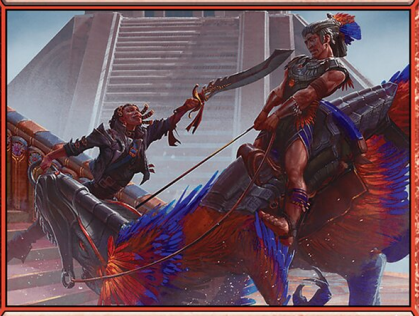
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