

Reckless Stormseeker

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Creature — Human Werewolf



At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn.

Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

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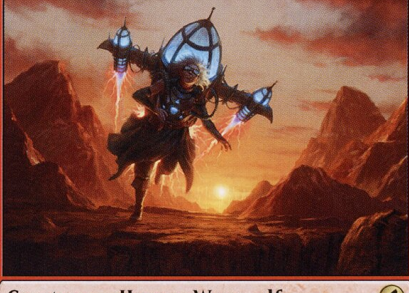
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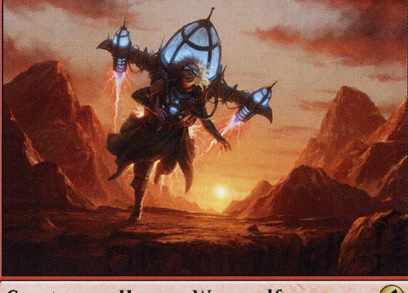
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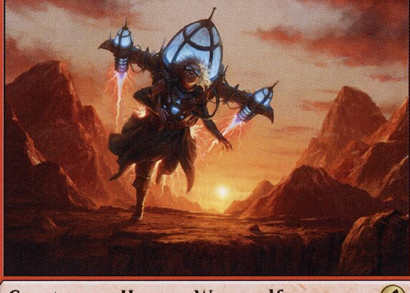
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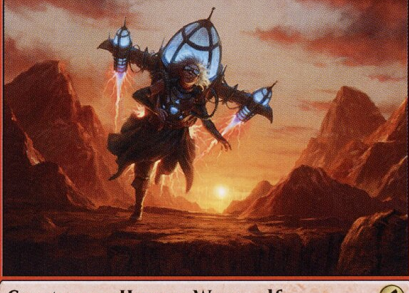
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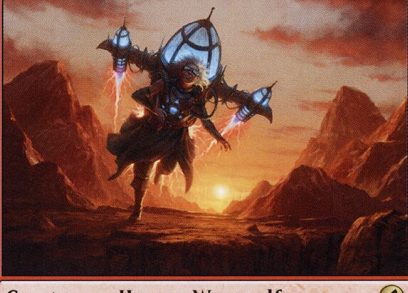
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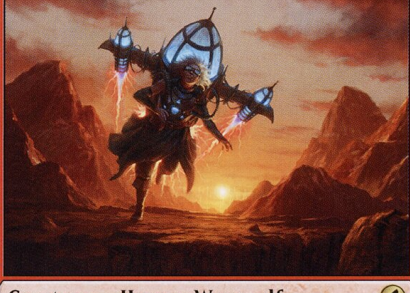
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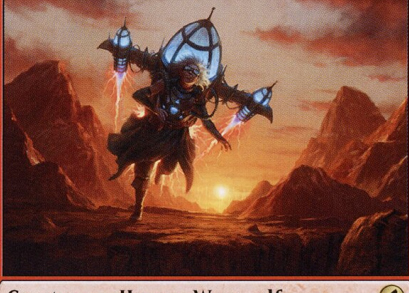
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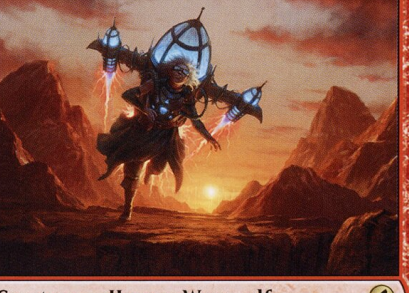
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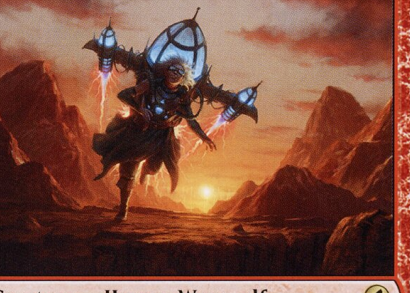
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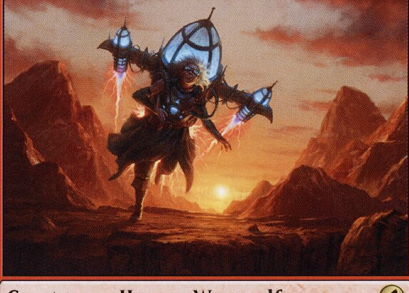
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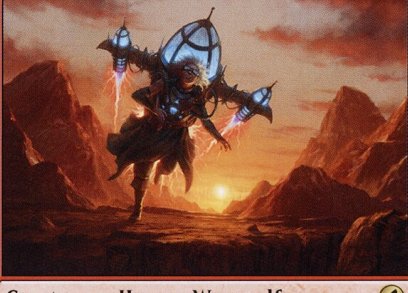
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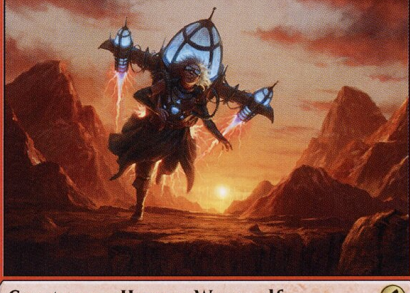
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