Hunter's Edge



Sorcery

Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature you don't control.

The hunt ends. Lunch begins.

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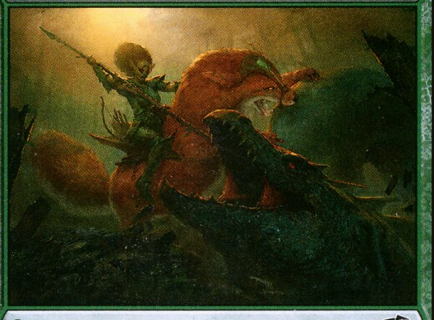

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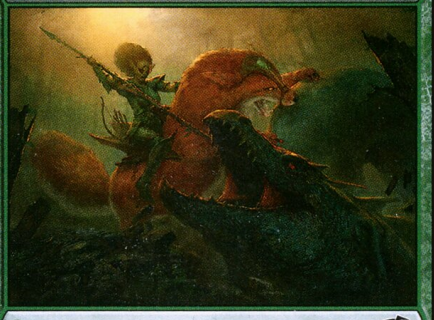

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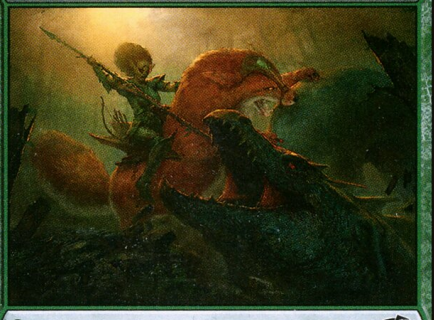

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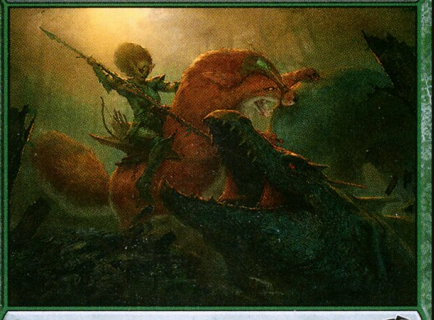

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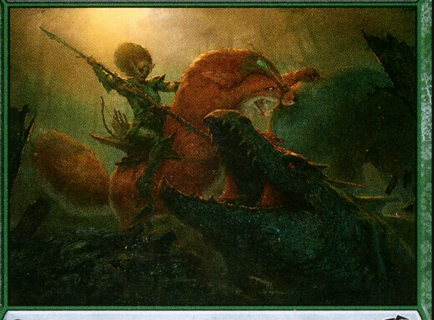

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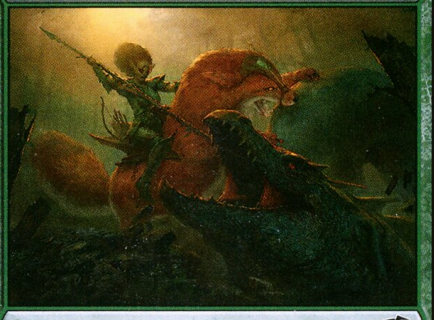

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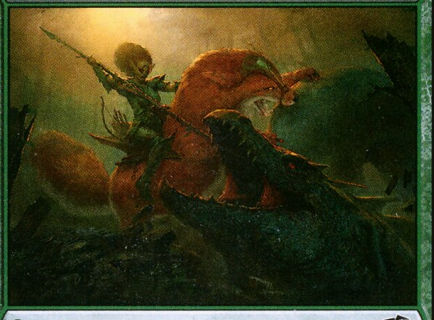

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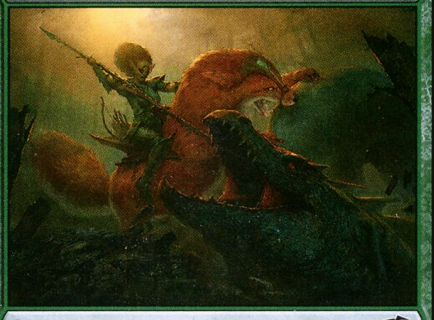

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