Hunter's Prowess 4G



Sorcery

Until end of turn, target creature gets +3/+3 and gains trample and "Whenever this creature deals combat damage to a player, draw that many cards."

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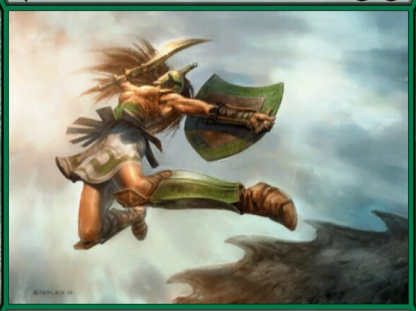


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