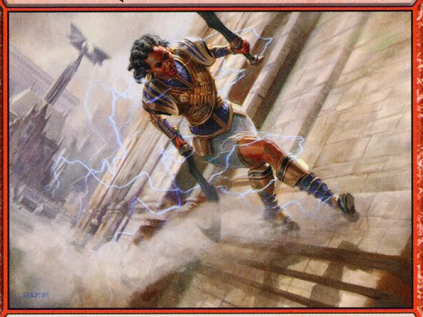
Samut's Sprint



Instant

Target creature gets +2/+1 and gains haste until end of turn. Scry 1.

Samut's war was intensely personal. Every hour she faced enemies she once loved as friends and horrors she once revered as gods.

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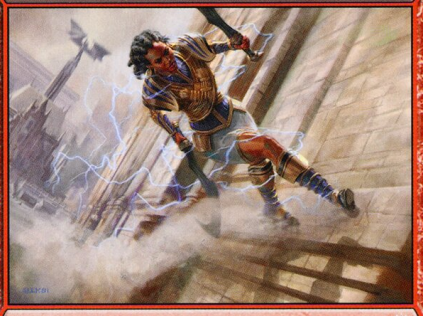
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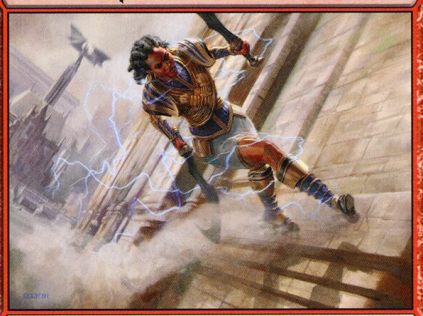
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