

Super Strength 4



Enchantment — Aura M

Enchant creature
Enchanted creature gets +4/+4 and has trample and ward 1. *(Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 1.)*

“SEE! HULK STRONG . . . STRONGEST THERE IS!”

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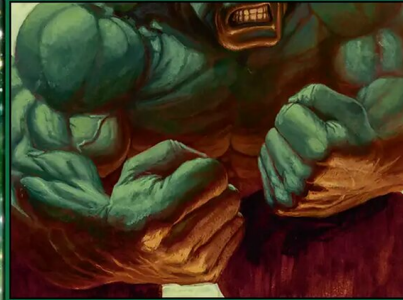
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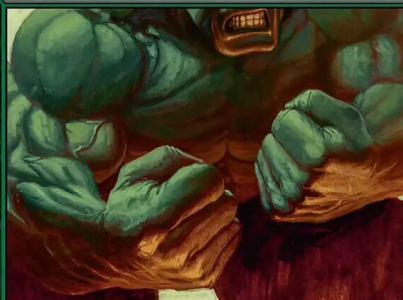
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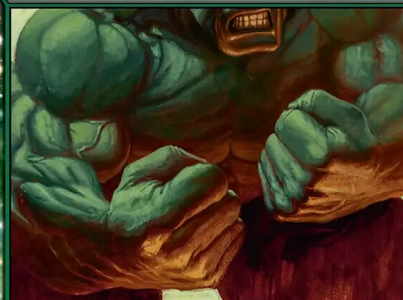
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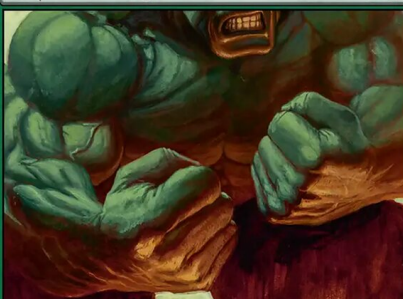
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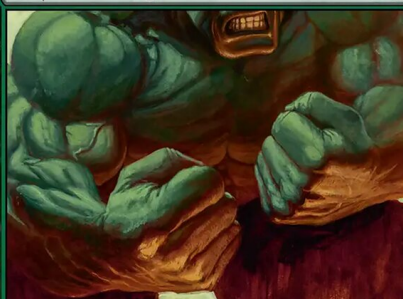
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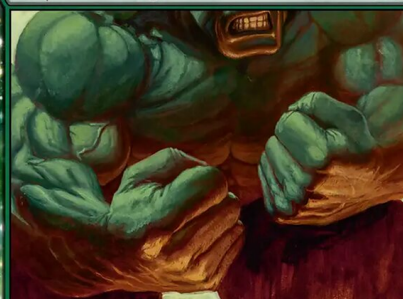
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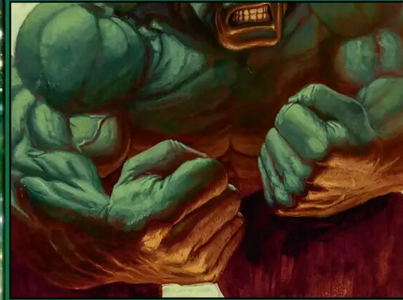
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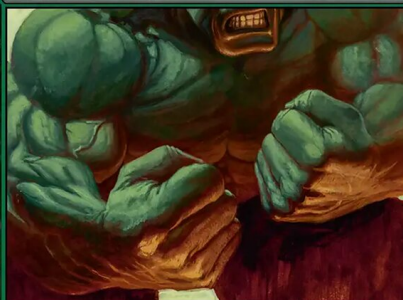
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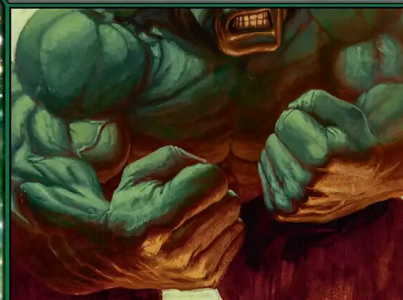
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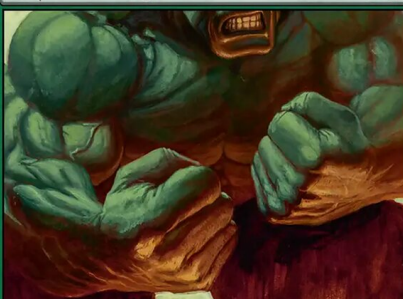
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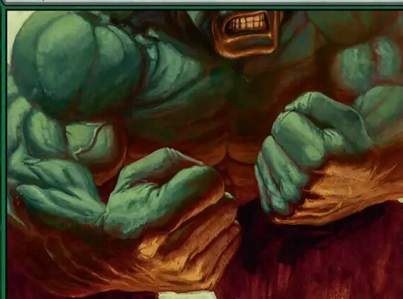
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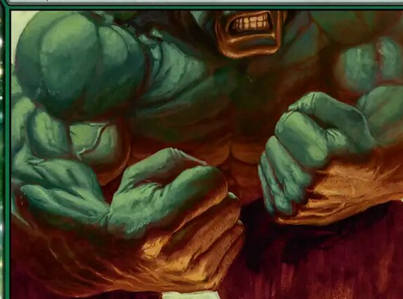
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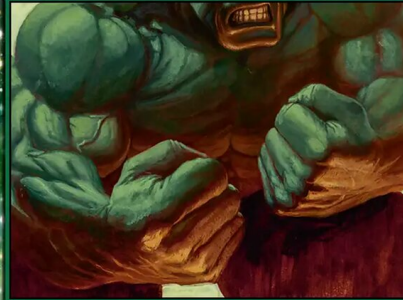
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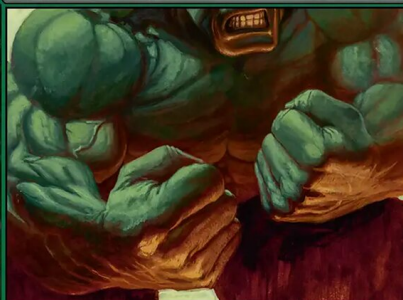
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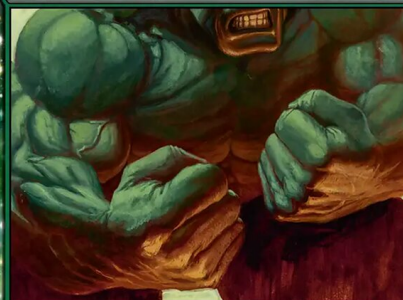
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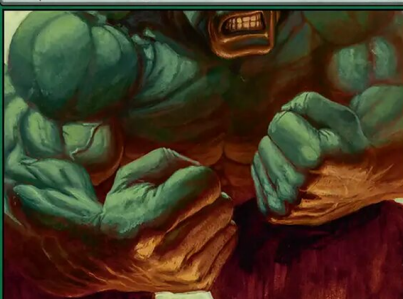
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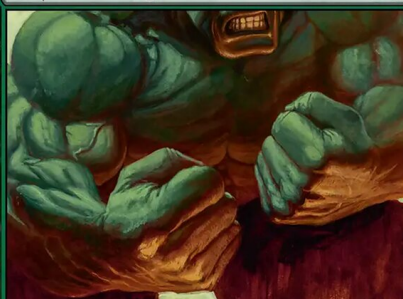
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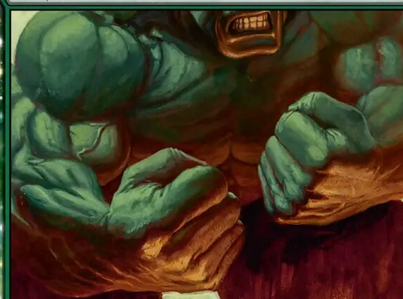
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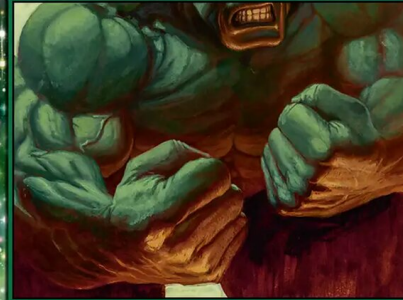
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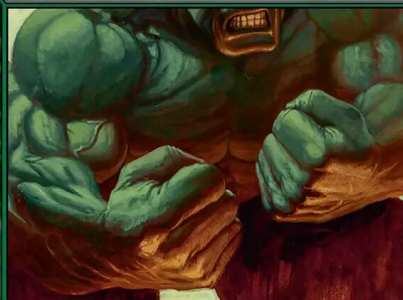
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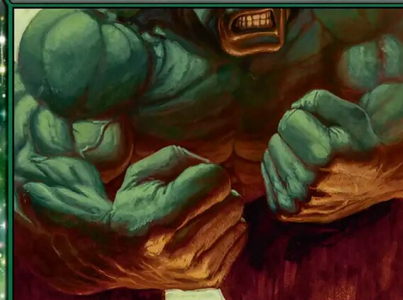
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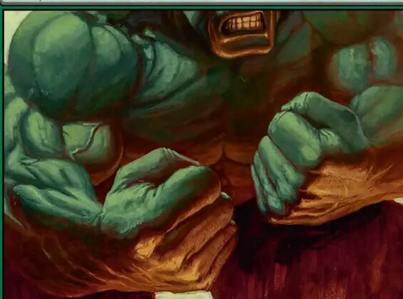
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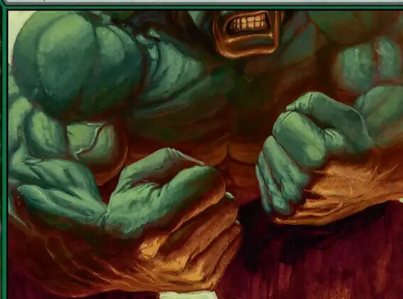
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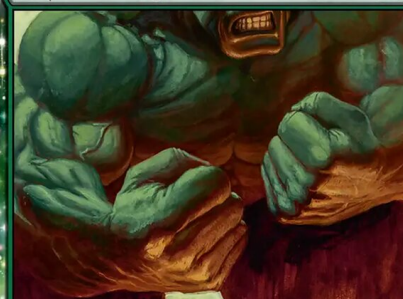
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