Revenge of the Hunted 4



Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244

Revenge of the Hunted 4

Sorcery

Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Christopher Moeller

™ & © 1993-2012 Wizards of the Coast LLC 191/244