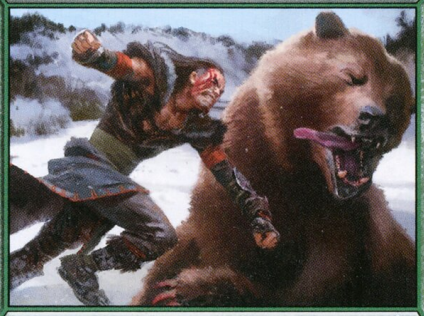
Savage Punch



Sorcery

Target creature you control fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

Ferocious — The creature you control gets +2/+2 until end of turn before it fights if you control a creature with power 4 or greater.

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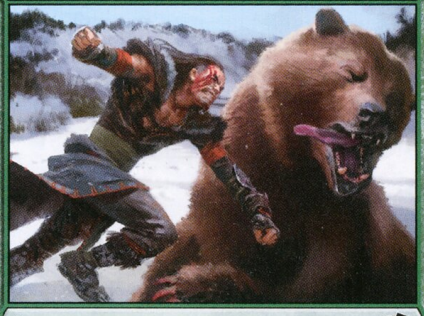
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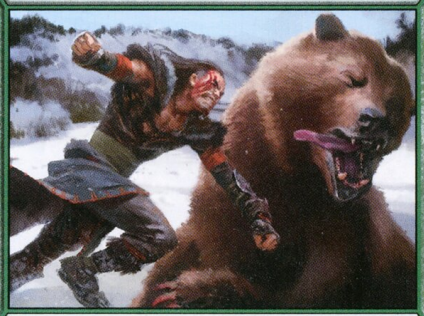
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