Hunt the Weak 3G



Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249

Hunt the Weak 3G

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

He who hesitates is lunch.

Raoul Vitale

™ & © 2013 Wizards of the Coast 179/249