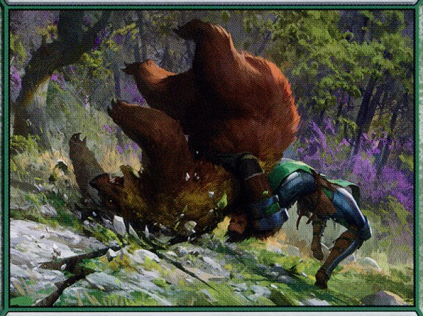
Outmuscle



Sorcery

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

Adamant — If at least three green mana was spent to cast this spell, the creature you control gains indestructible until end of turn.

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