## Hunter's Edge



**Sorcery**

Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature you don't control.

*The hunt ends. Lunch begins.*

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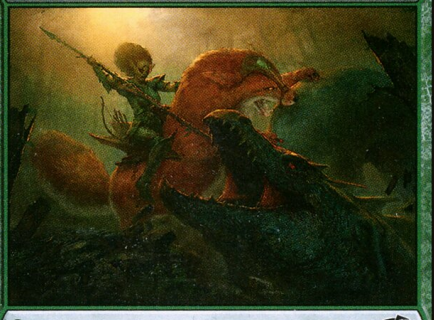
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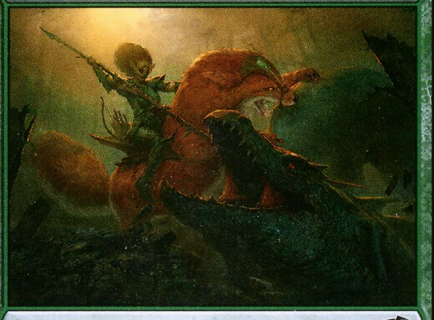
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