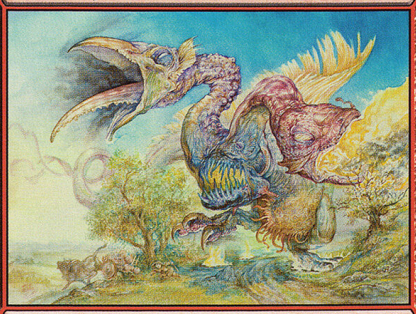
## Hostility



**Creature — Elemental Incarnation**

Haste

If a spell you control would deal damage to an opponent, prevent that damage. Put a 3/1 red Elemental Shaman creature token with haste onto the battlefield for each 1 damage prevented this way.

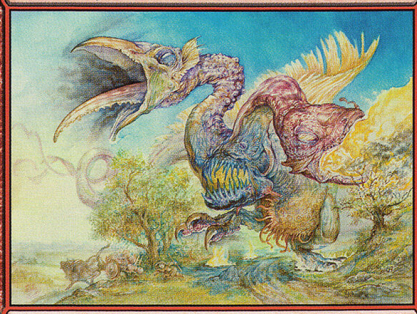
When Hostility is put into a graveyard from anywhere, shuffle it into its owner's library.

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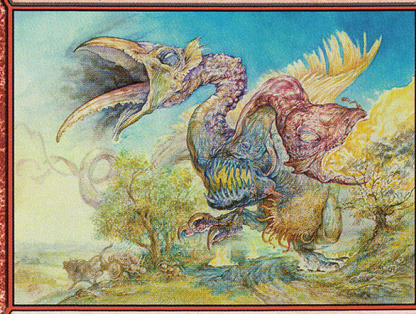
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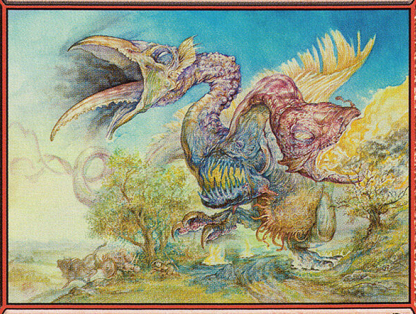
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