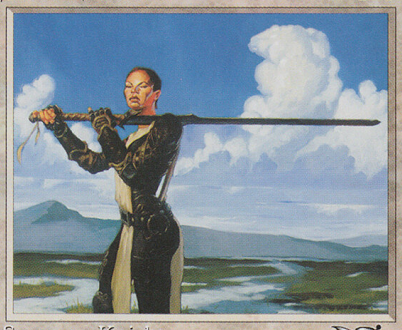
Sworn Defender 2 ✱✱

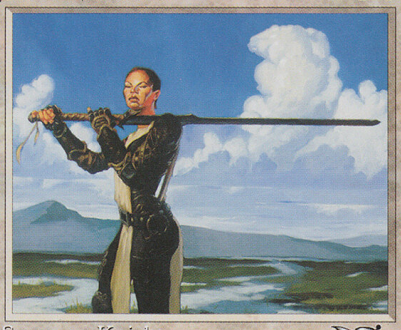


Summon Knight

1: Change Sworn Defender's power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change Sworn Defender's toughness to 1 plus the power of that creature, until end of turn.

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Sworn Defender 2 ✱✱

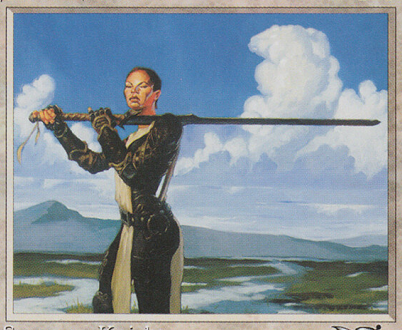


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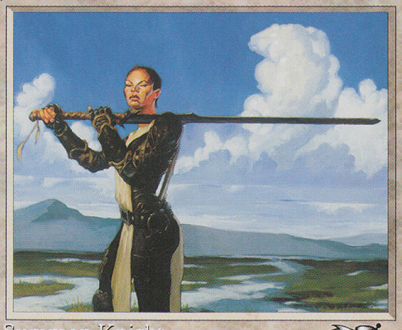


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