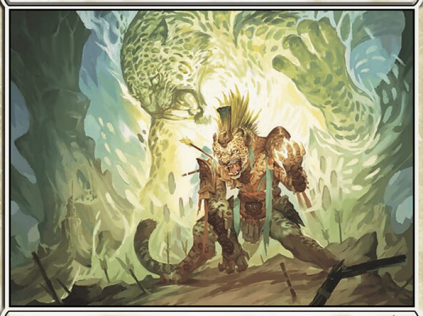
Might of the Ancestors {2}{W}



Enchantment

At the beginning of combat on your turn, target creature you control gets +2/+0 and gains vigilance until end of turn.

Malamet histories speak of a time when they were not yet confined to mortal bodies and existed as ferocity unrestrained.

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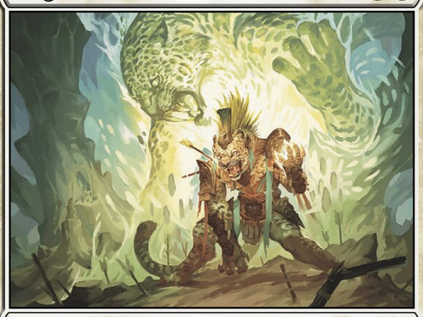
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