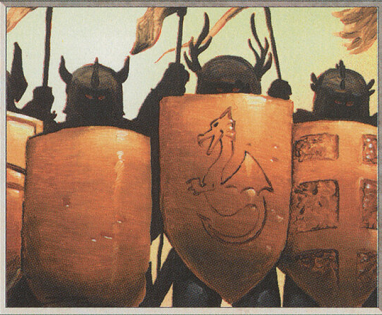


Shield Wall 1 *

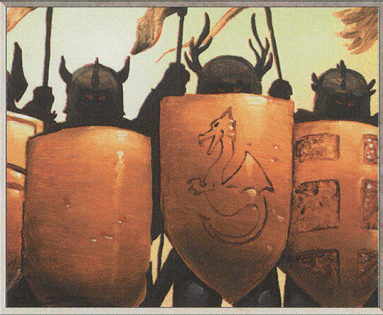


Instant

All creatures you control get +0/+2 until end of turn.

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Shield Wall 1 *

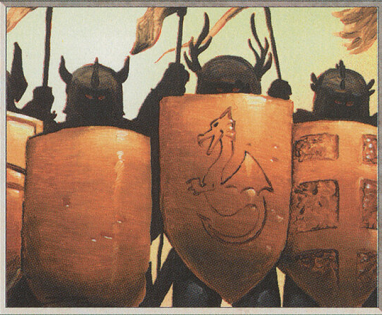


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Shield Wall 1 *

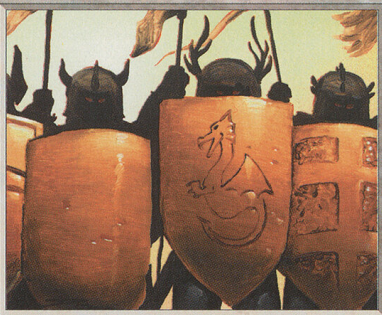


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