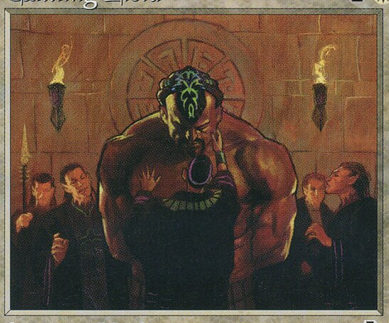
Calming Licid 2



Summon Licid

{2}, {T}: Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay {2} to end this effect.

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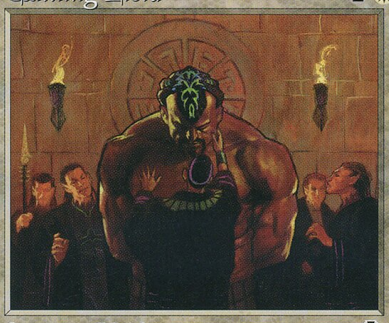
Calming Licid 2



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Calming Licid 2



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