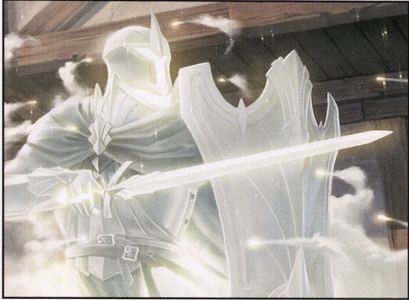


Guardian of Faith

1

♦♦



Creature — Spirit Knight

♦

Flash

Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

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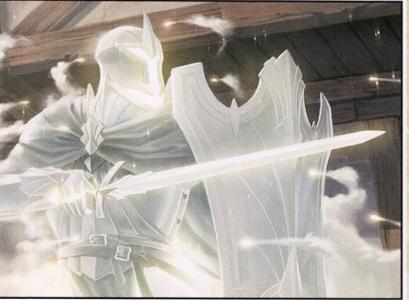
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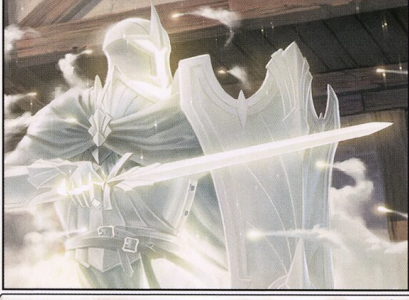
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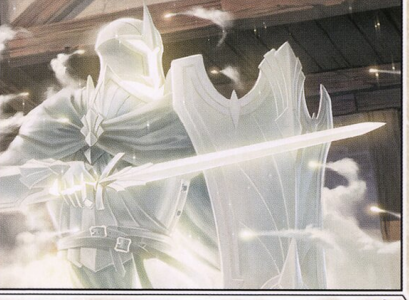
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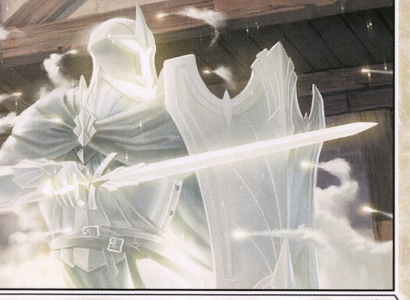
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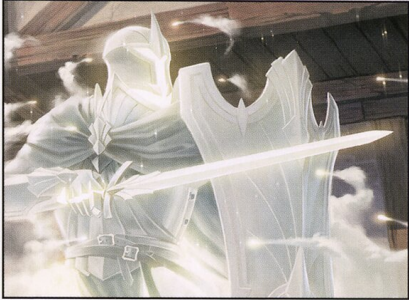
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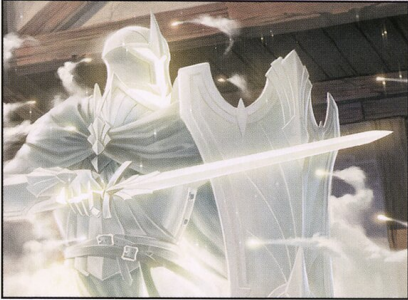
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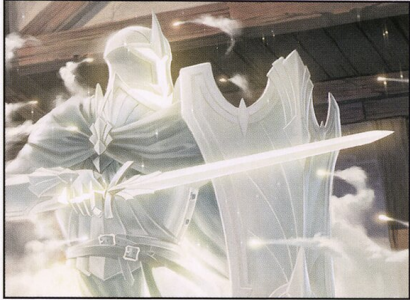
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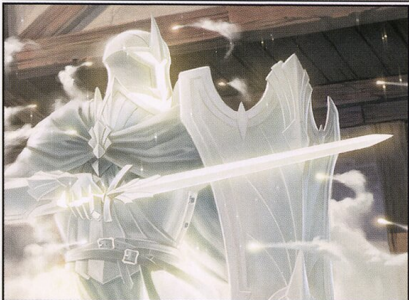
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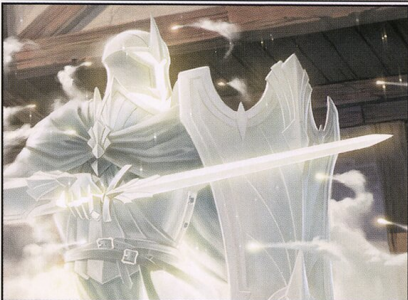
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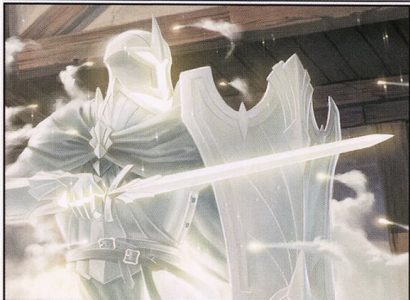
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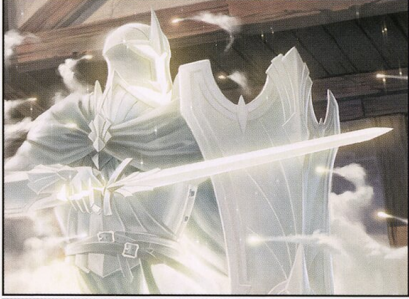
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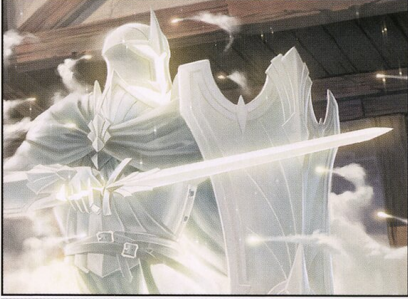
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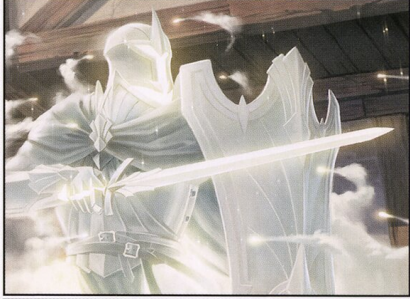
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