Dwarven Warriors 2R

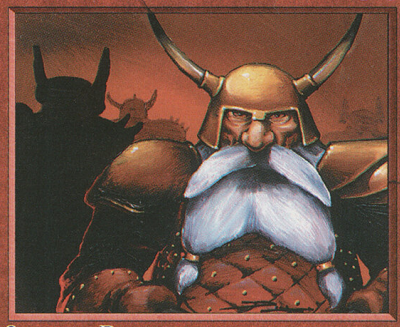


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: Target creature with power no greater than 2 becomes unblockable until end of turn. Other effects may later be used to increase the creature's power beyond 2.

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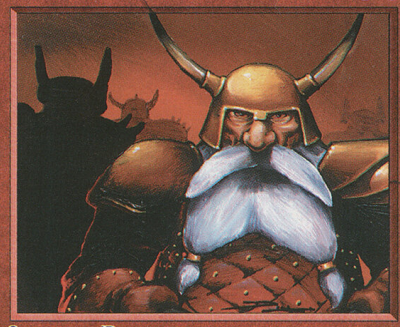


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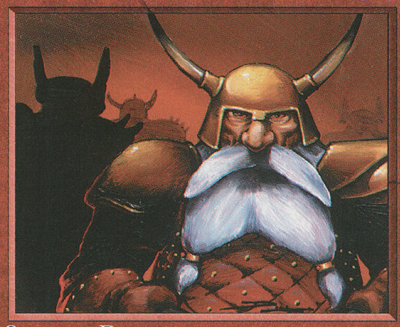


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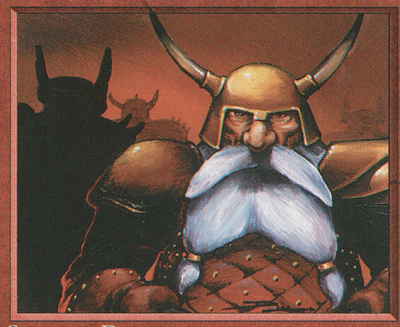


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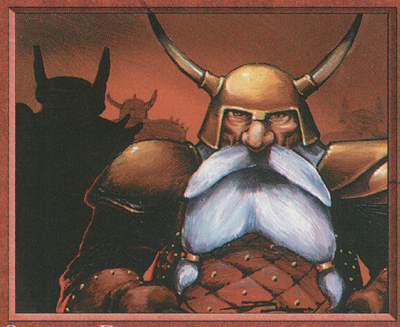


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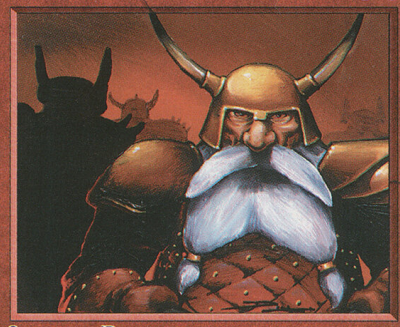


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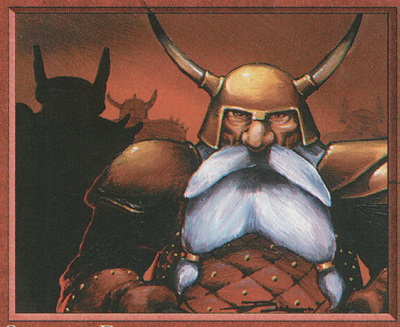


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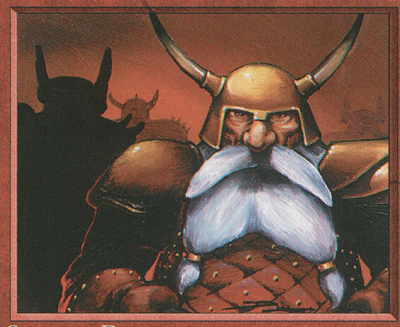


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