Vow of Wildness

{2}{G}



Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3, has trample, and can't attack you or planeswalkers you control.

"Savagery is the birthright of every creature that draws breath—or wishes it could."
—Karador, Ghost Chieftain

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GN3 • EN Jim Pavelec
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