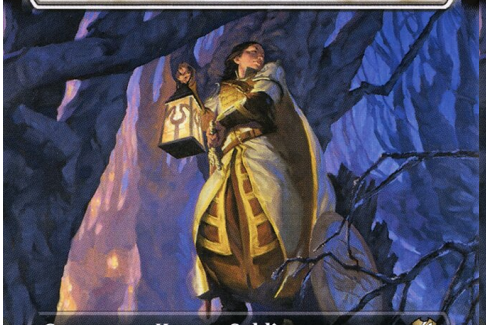
Stalwart Pathlighter 2W



Creature — Human Soldier

Vigilance

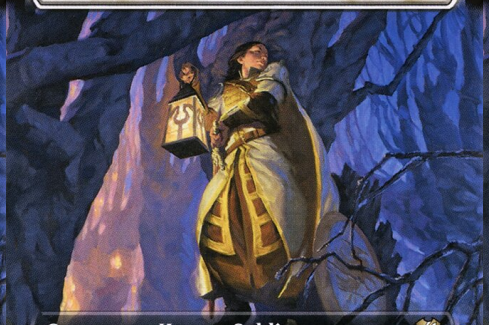
Coven — At the beginning of combat on your turn, if you control three or more creatures with different powers, creatures you control gain indestructible until end of turn.

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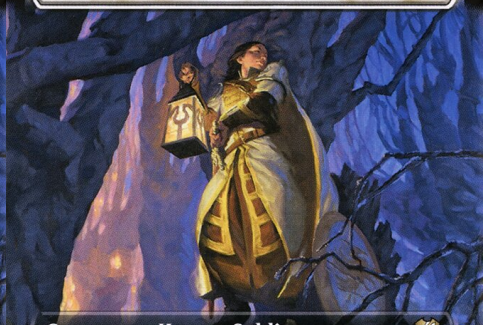
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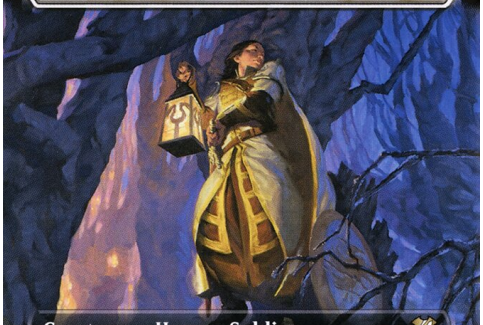
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