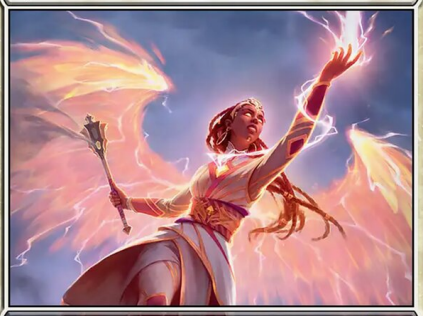
Guide of Souls



Creature — Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E}.

Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

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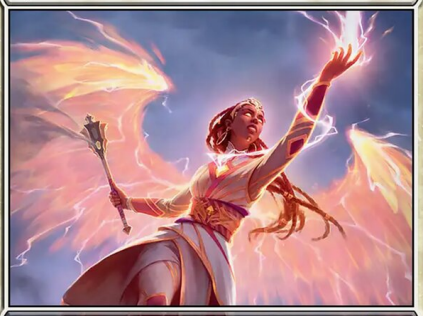
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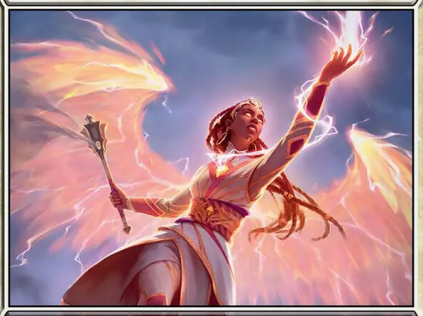
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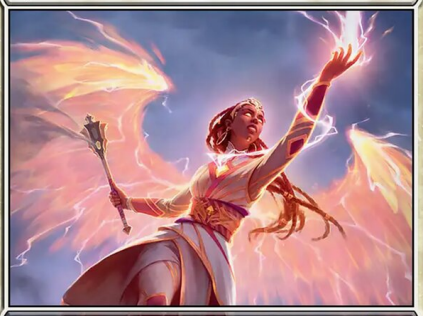
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