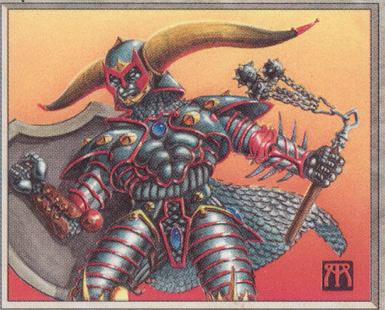
holy Armor



Enchant Creature

Target creature gains +0/+2. ✹: Target creature gets extra +0/+1 until end of turn.

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