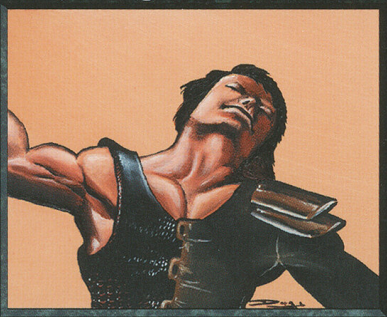
Unholy Strength



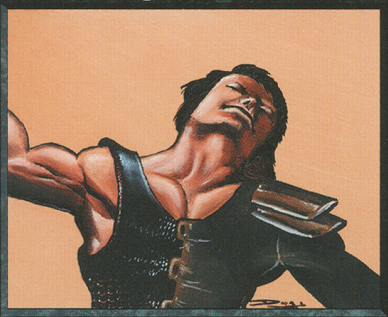
Enchant Creature

Target creature gets +2/+1.

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Unholy Strength



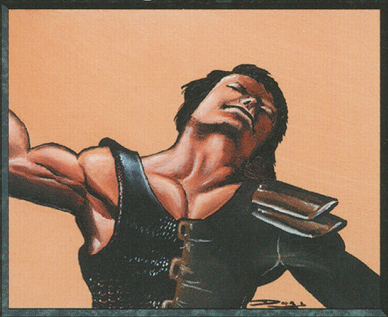
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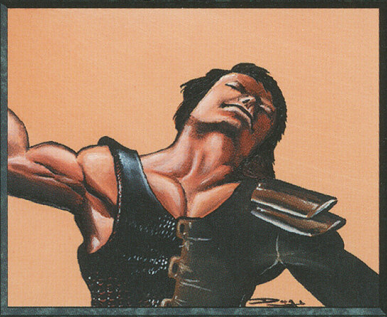
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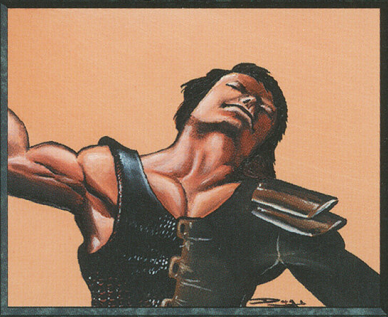
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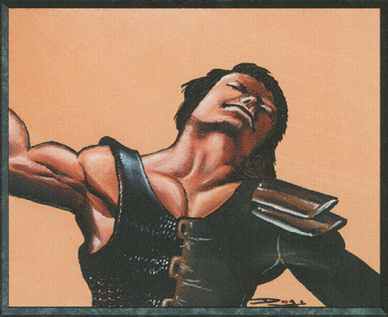
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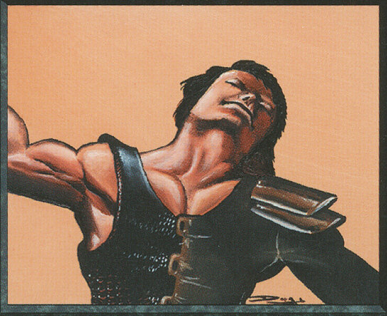
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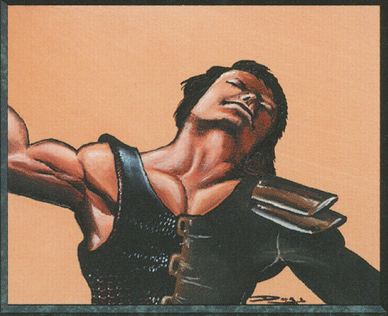
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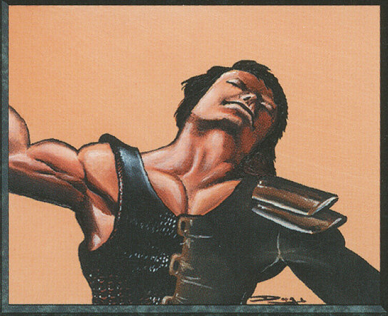
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