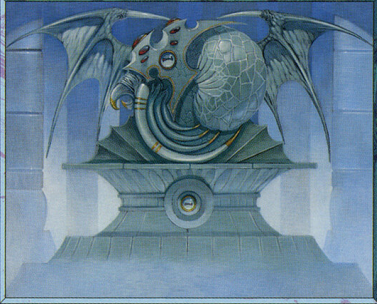


Cephalid Shrine

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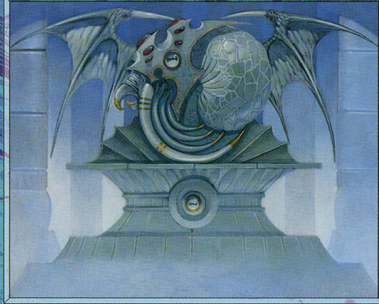
Enchantment

Whenever a player plays a spell, counter that spell unless that player pays $\{X\}$, where X is the number of cards in all graveyards with the same name as the spell.

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Cephalid Shrine

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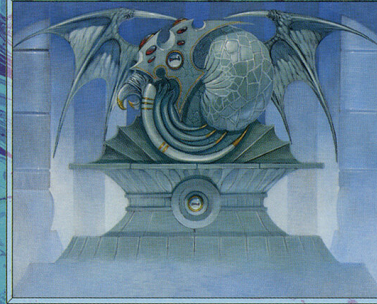
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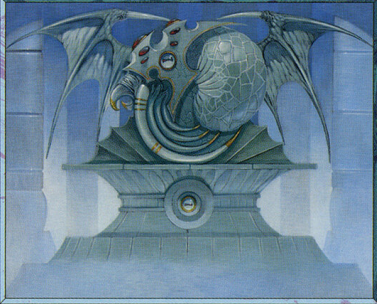
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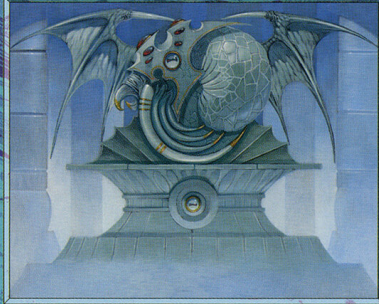
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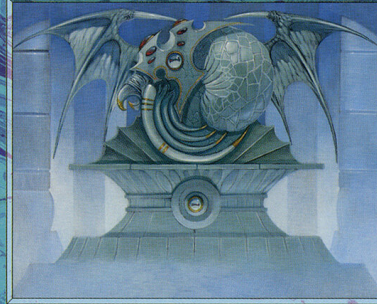
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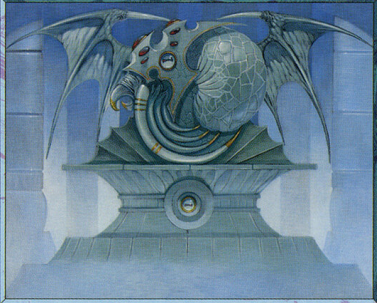
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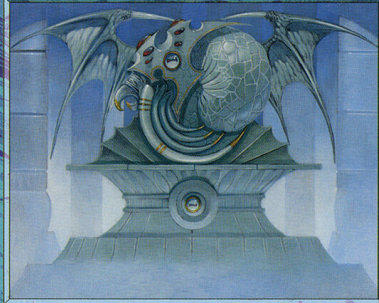
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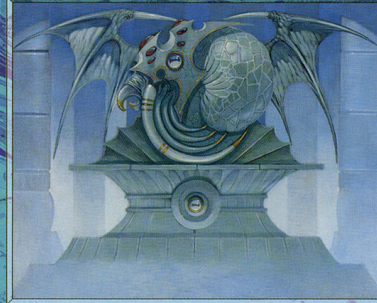
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