Prepare {1}{W}



Instant {W}

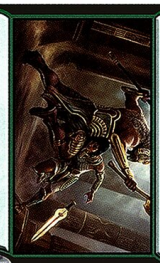
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Fight {3}{G}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Target creature you control fights target creature an opponent controls.



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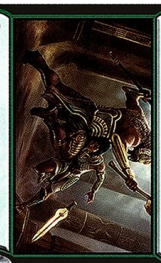
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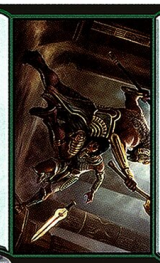
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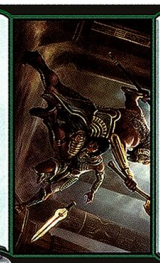
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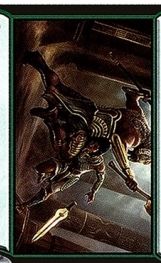
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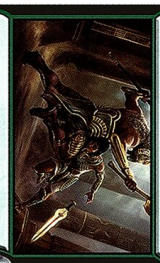
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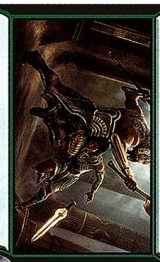
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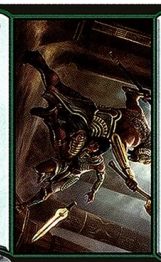
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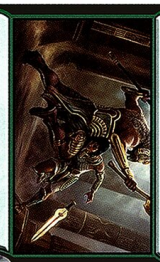
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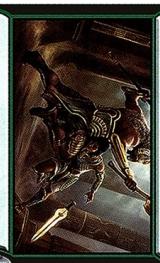
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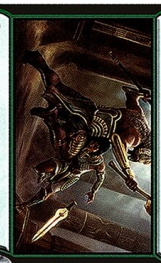
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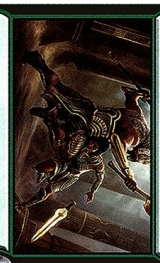
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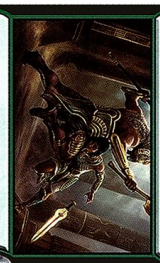
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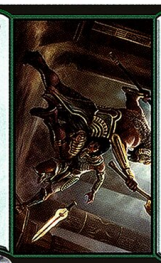
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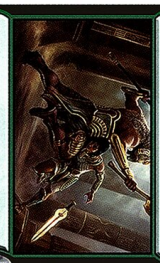
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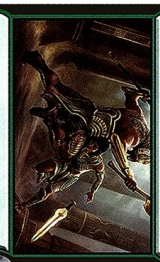
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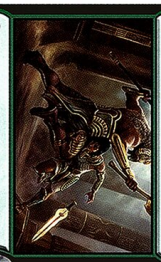
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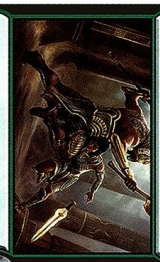
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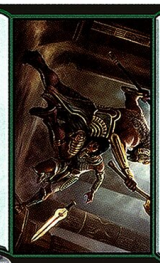
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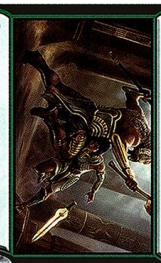
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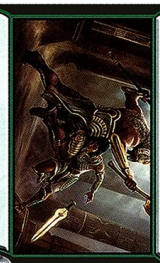
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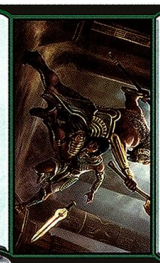
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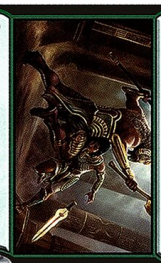
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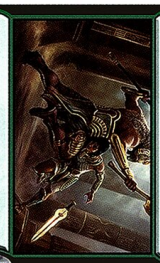
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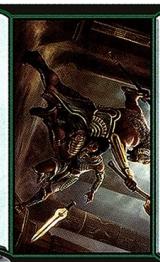
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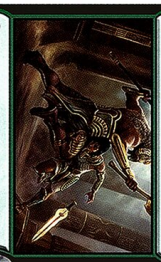
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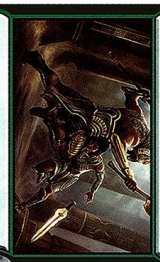
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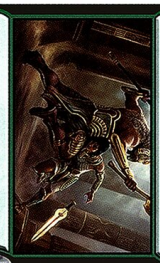
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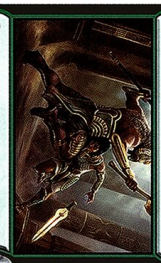
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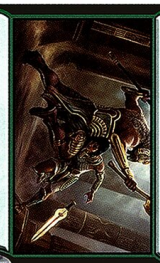
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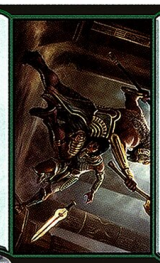
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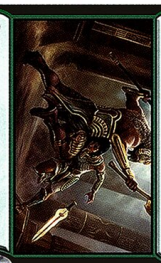
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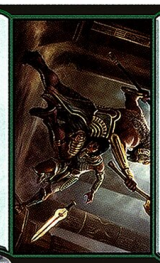
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Instant {W}

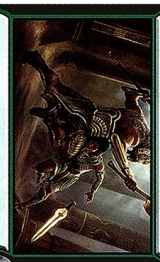
Untap target creature. It gets +2/+2 and gains lifelink until end of turn.

Fight {3}{G}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Target creature you control fights target creature an opponent controls.



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Instant {W}

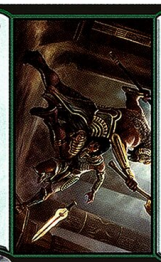
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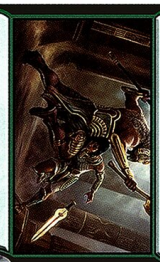
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