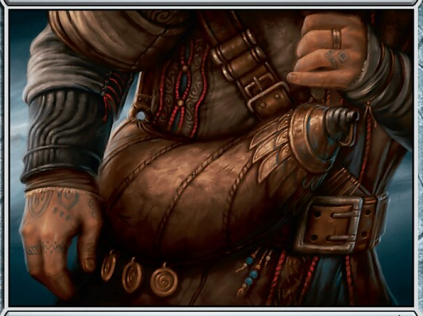
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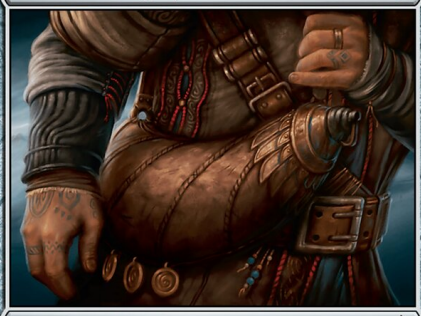
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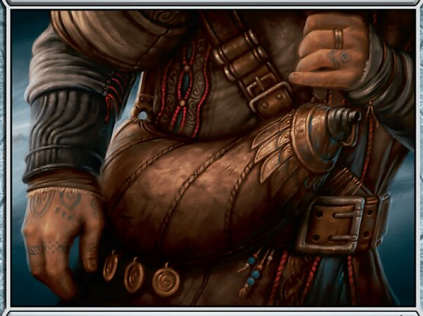
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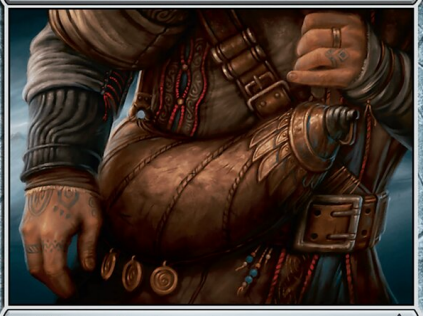
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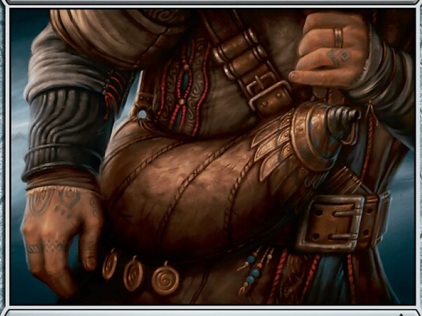
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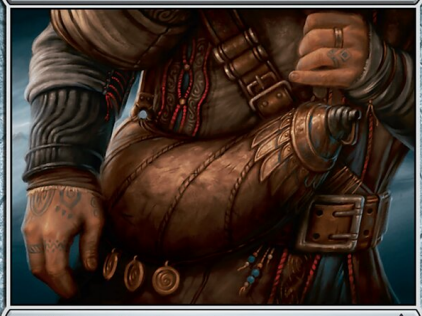
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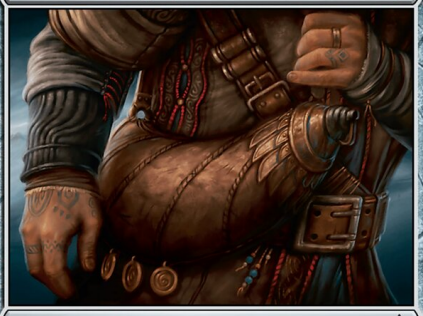
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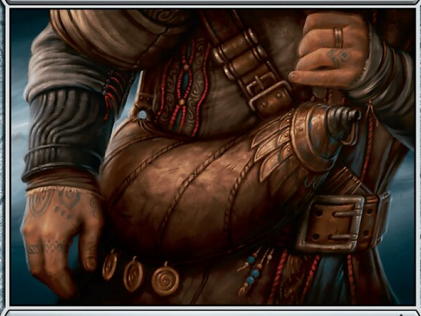
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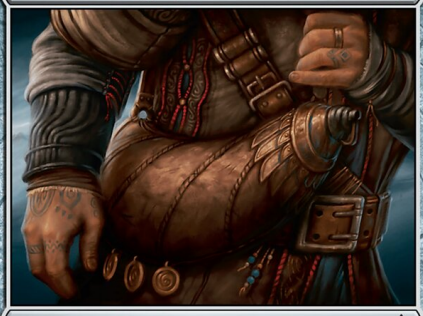
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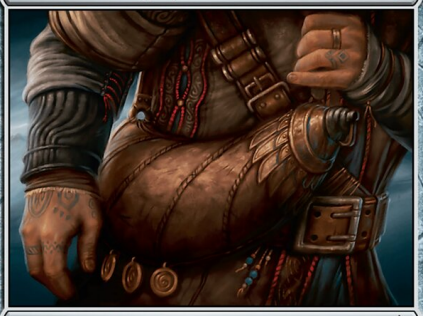
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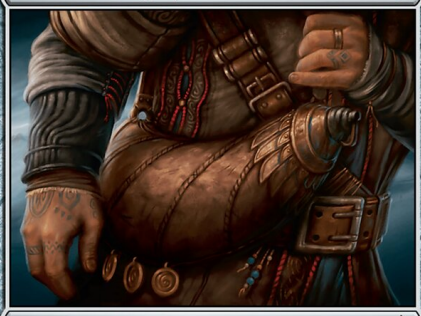
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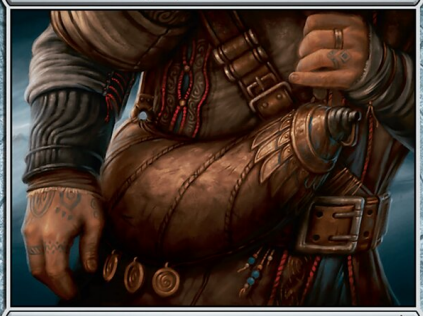
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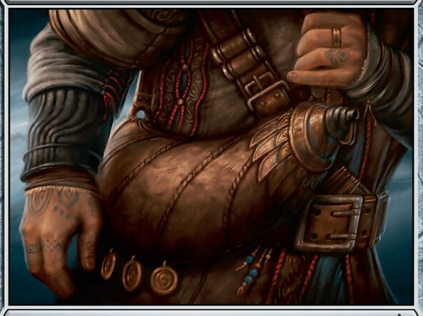
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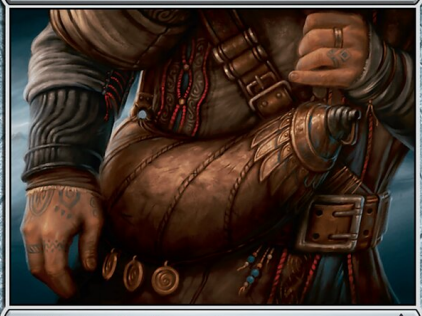
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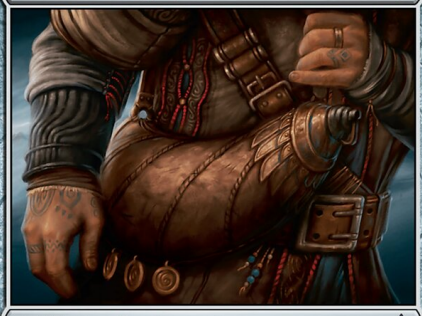
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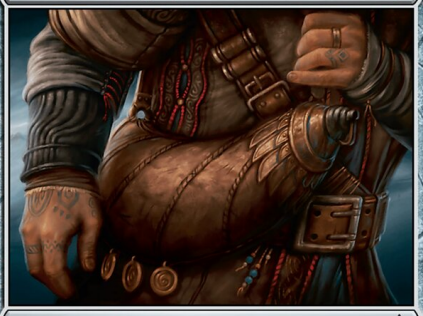
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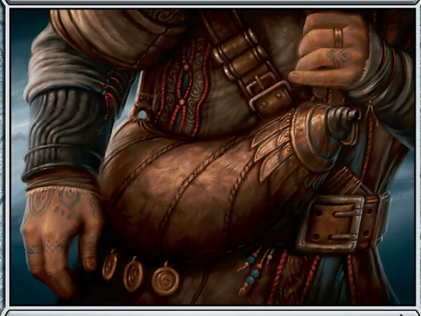
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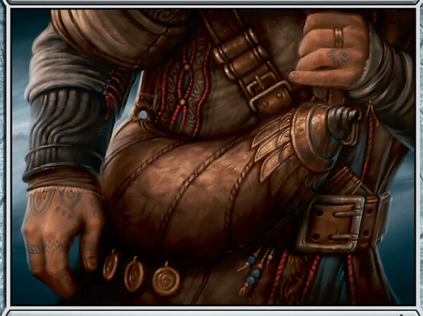
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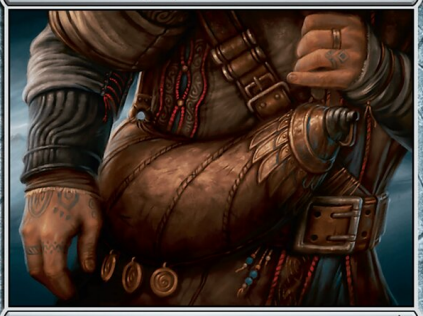
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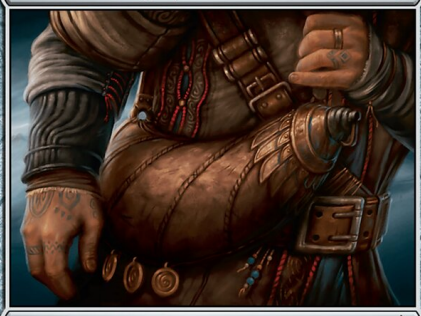
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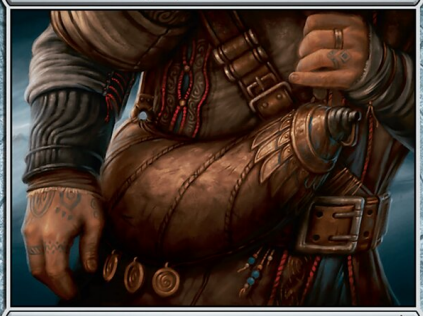
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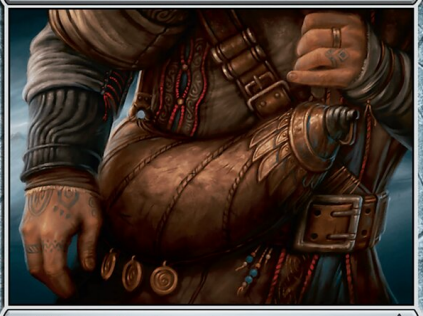
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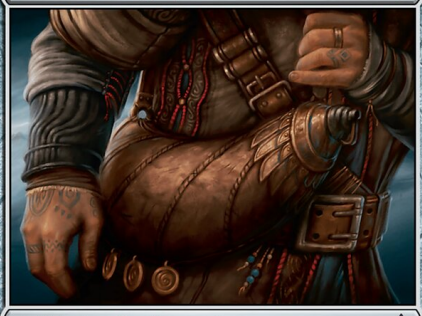
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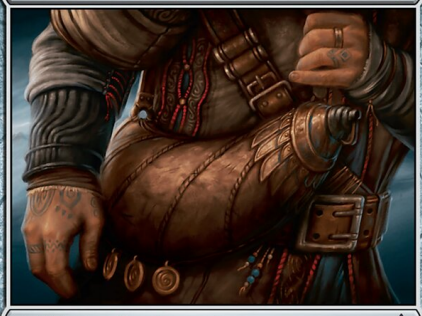
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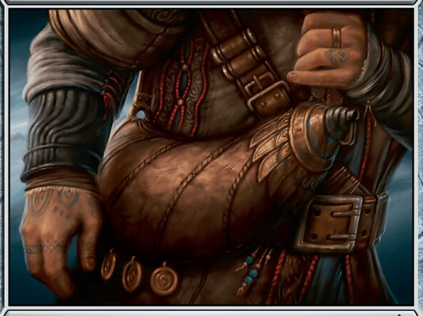
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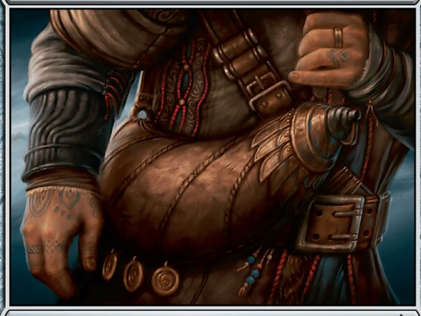
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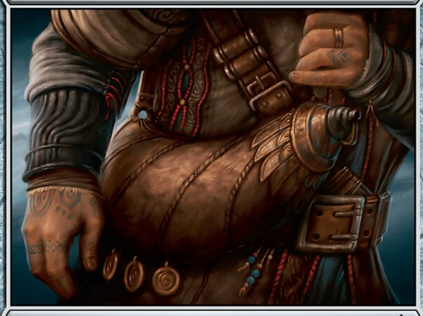
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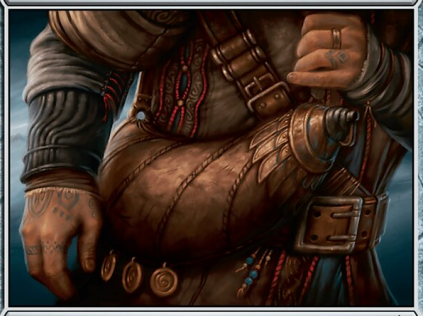
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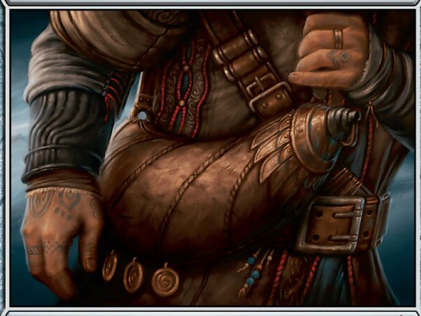
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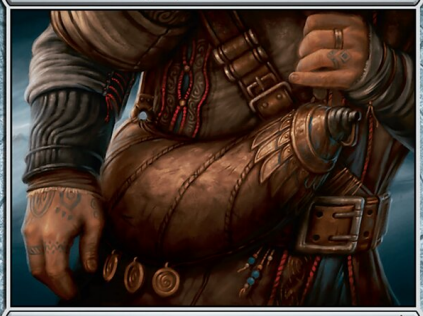
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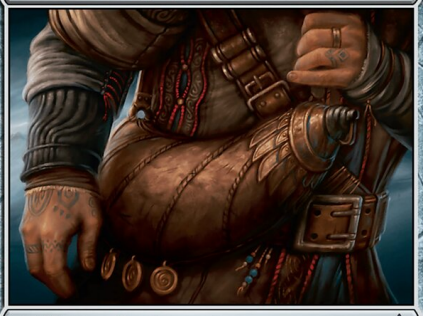
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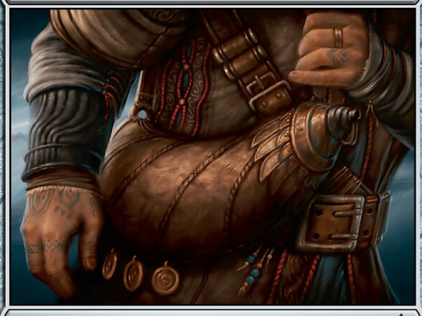
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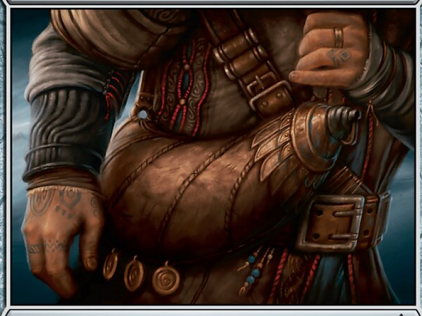
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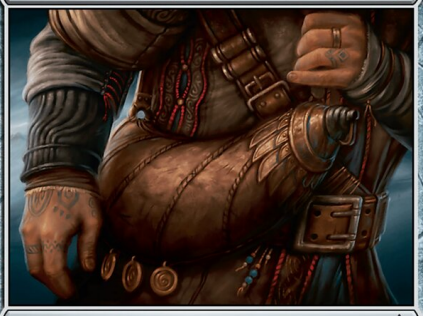
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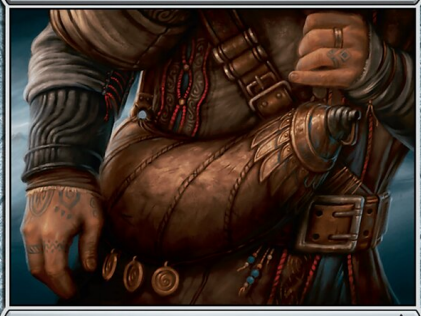
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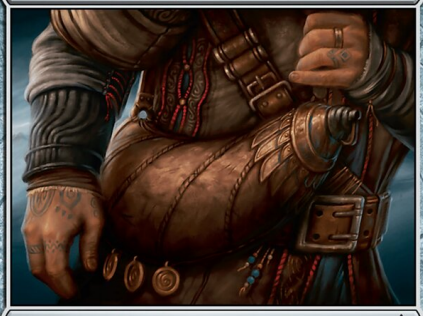
Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip {1} (*{1}: Attach to target creature you control. Equip only as a sorcery.*)

An explorer's essentials in a wild world.

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