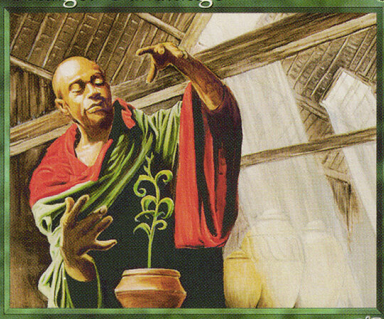
Granger Guildmage



Summon Wizard

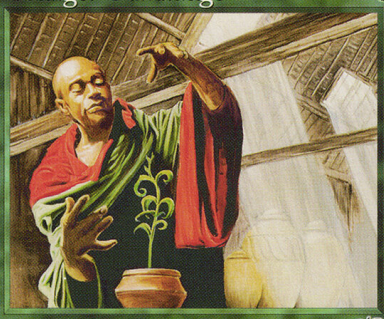
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Granger Guildmage



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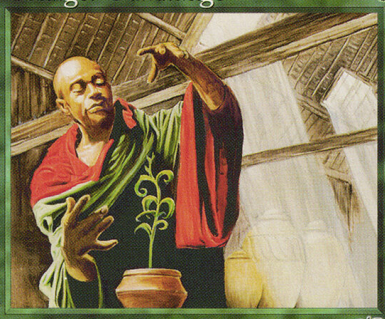
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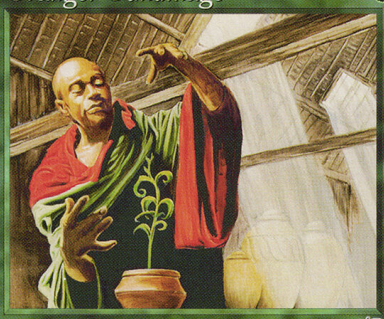
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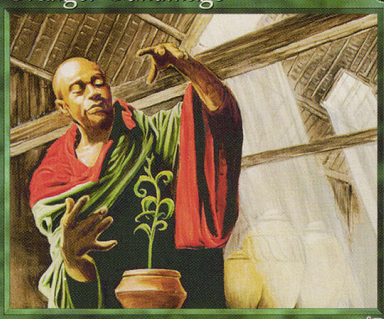
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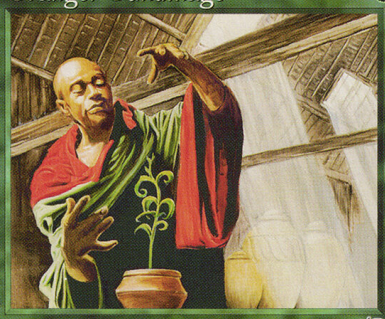
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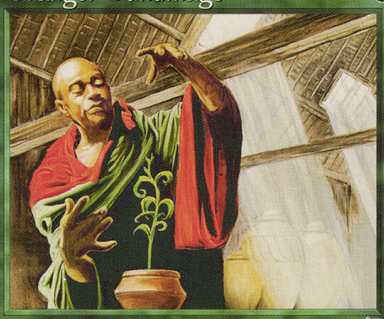
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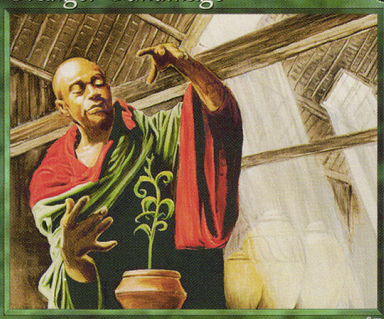
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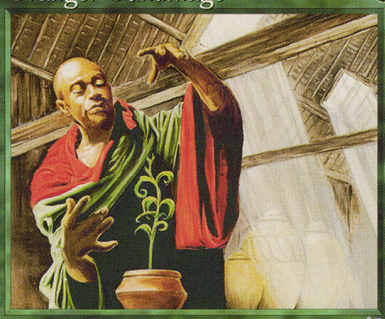
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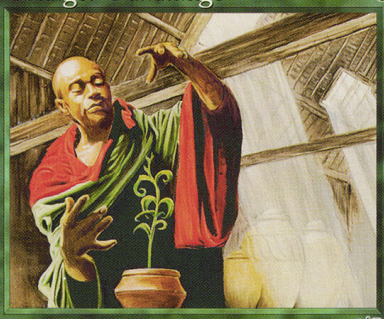
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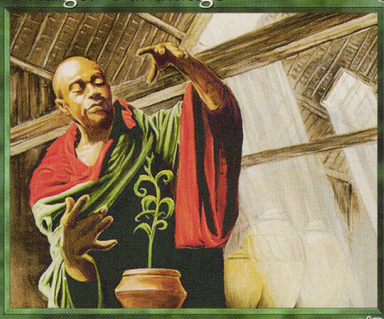
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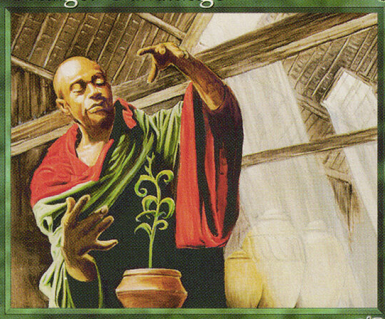
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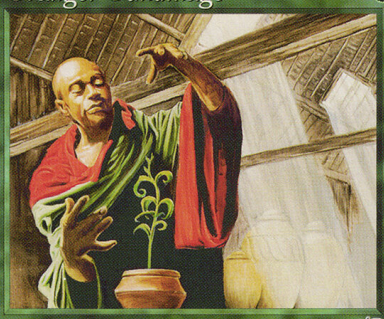
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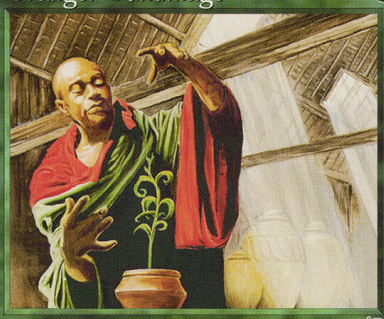
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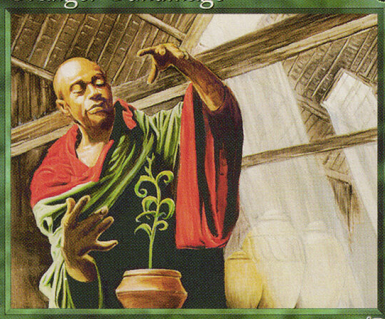
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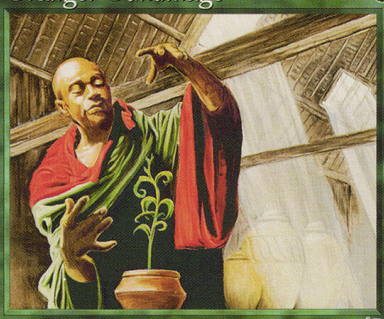
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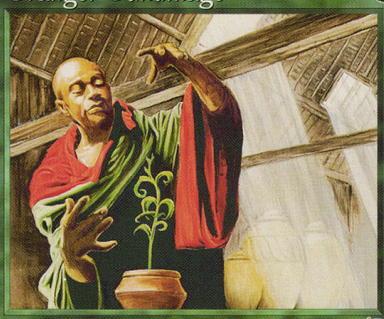
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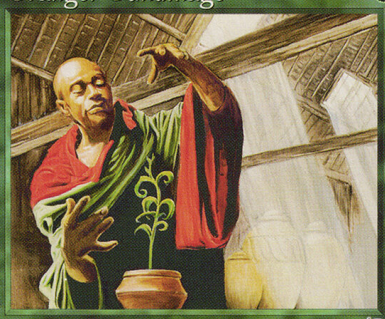
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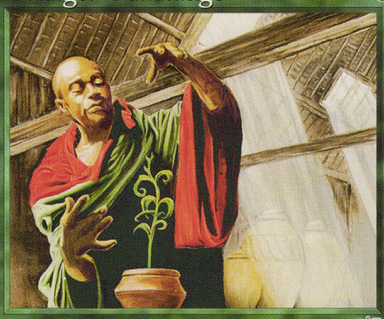
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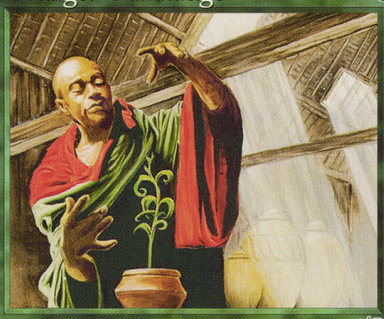
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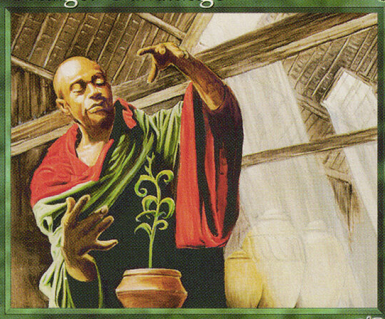
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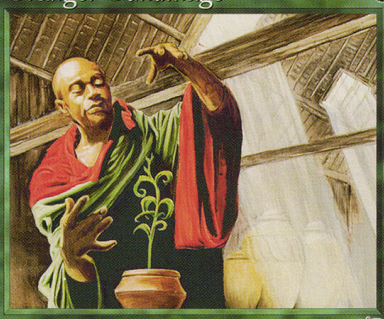
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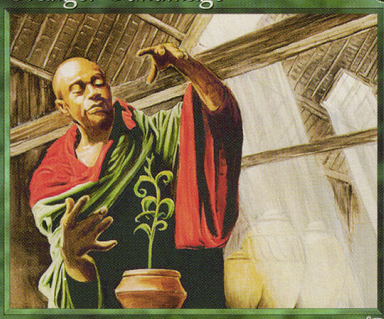
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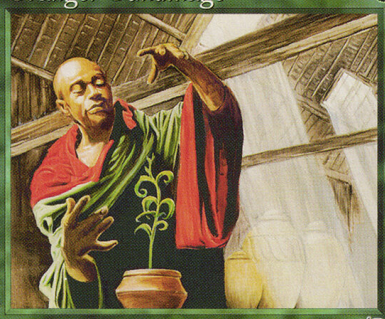
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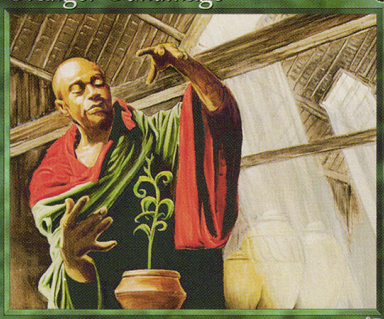
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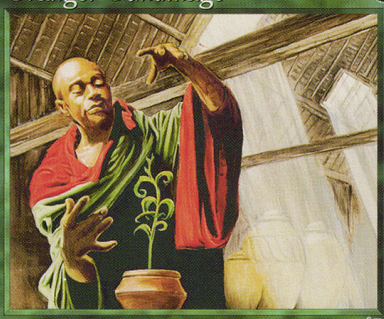
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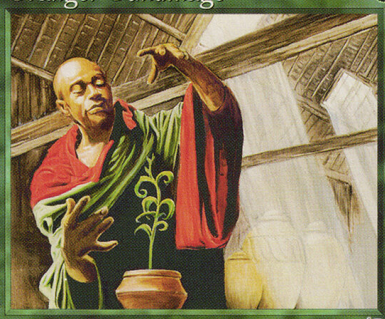
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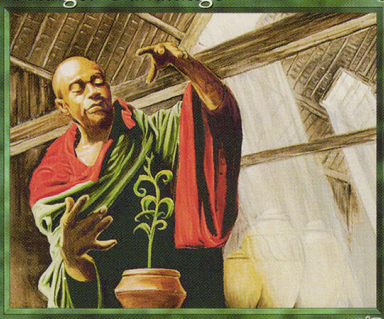
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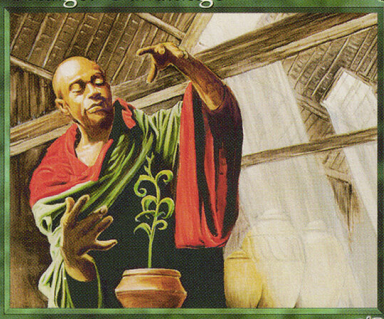
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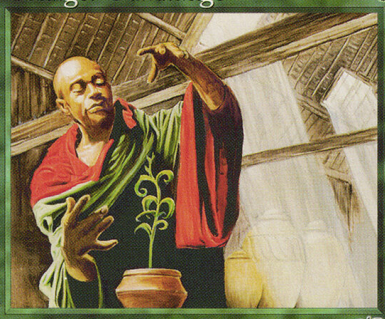
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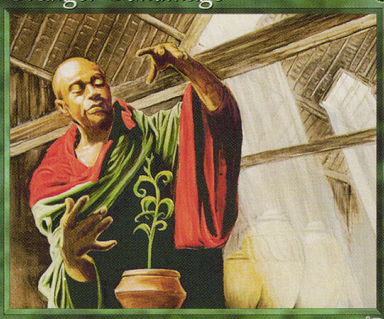
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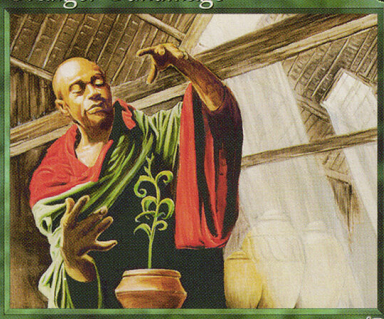
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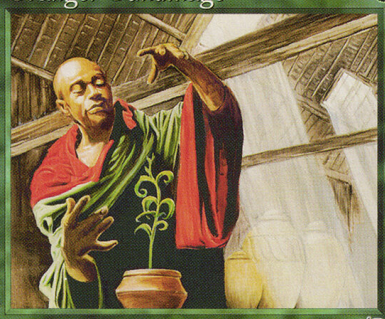
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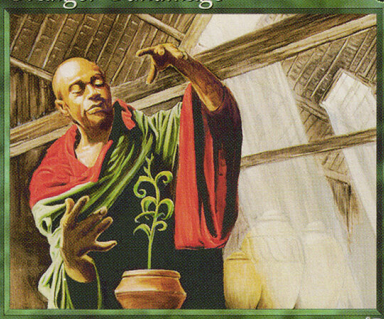
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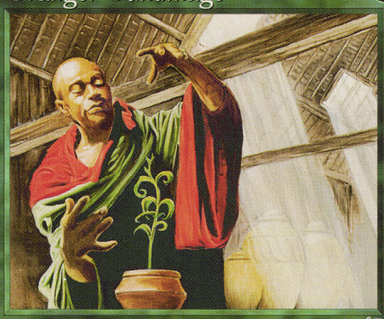
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Granger Guildmage



Summon Wizard

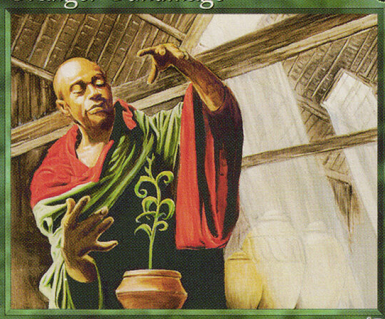
{W}, {T}: Target creature gains first strike until end of turn.

{R}, {T}: Granger Guildmage deals 1 damage to target creature or player and 1 damage to you.

Leave no mouth agape, no stomach unfilled.
—Granger Guild maxim

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