

Escape to the Wilds

3





Sorcery



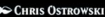
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You may play cards exiled this way until the end of your next turn.

You may play an additional land this turn.

The guards kindled the hearth and locked the door to Elkwen's chamber. By morning, the fire was out and Elkwen was gone.

R 0223

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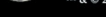
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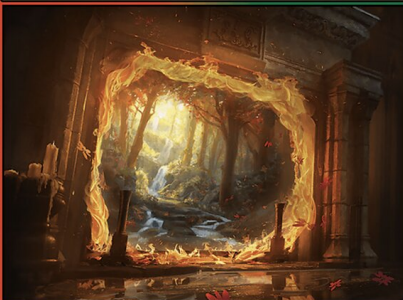


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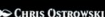
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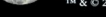
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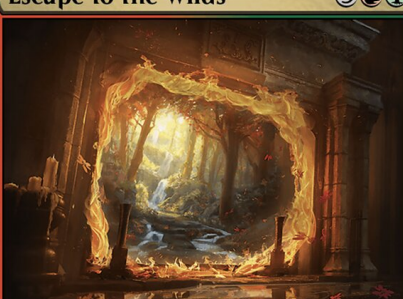


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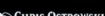
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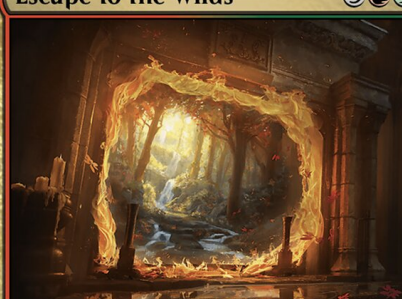


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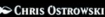
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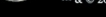
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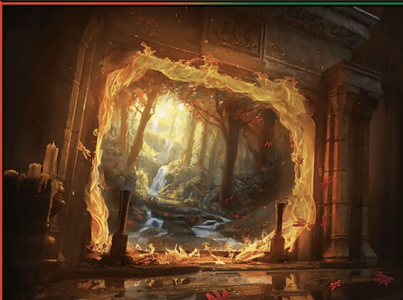


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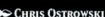
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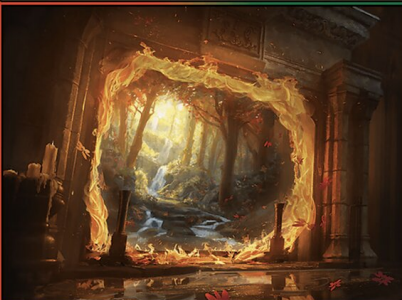


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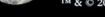
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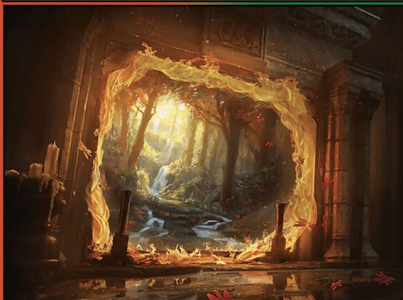


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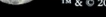
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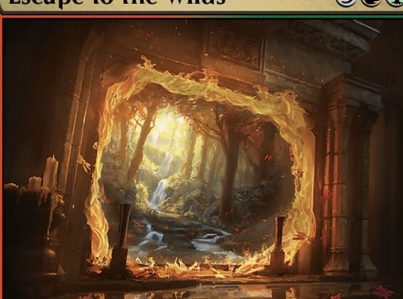


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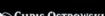
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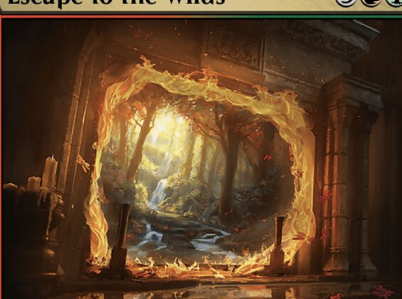


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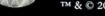
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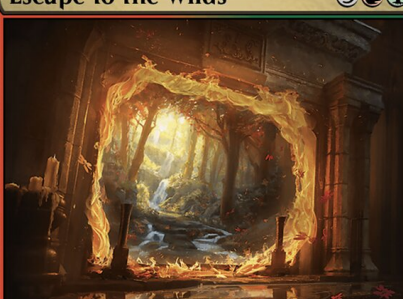


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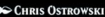
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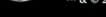
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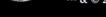
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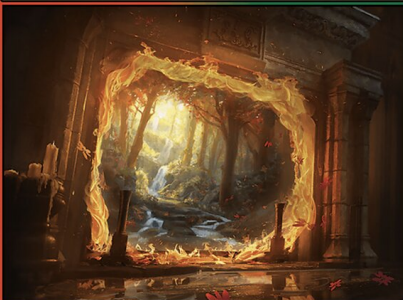


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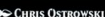
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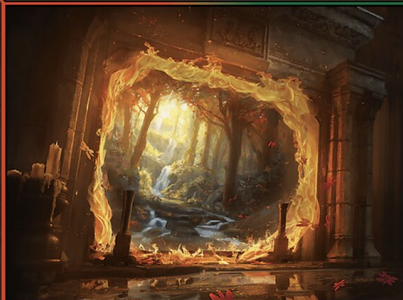


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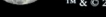
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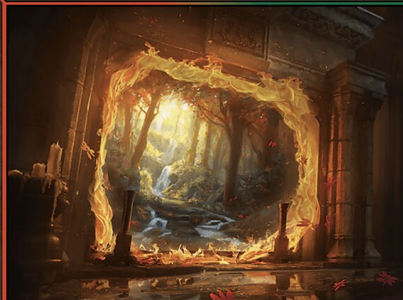


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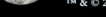
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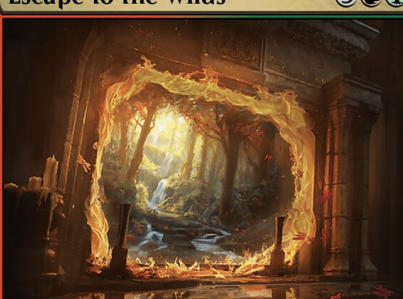


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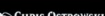
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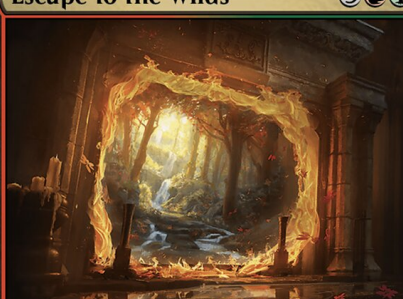


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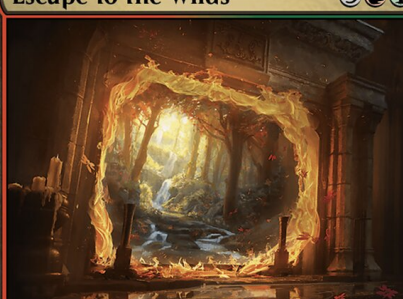


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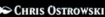
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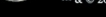
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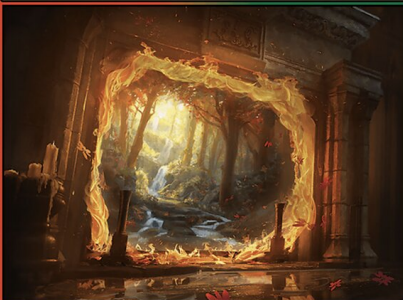


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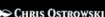
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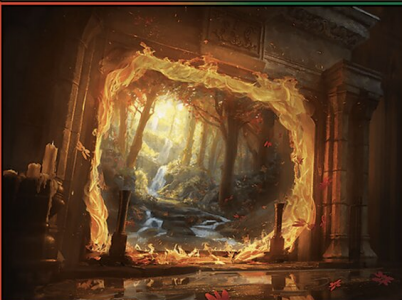


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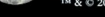
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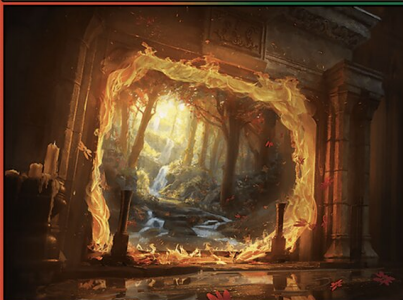


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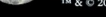
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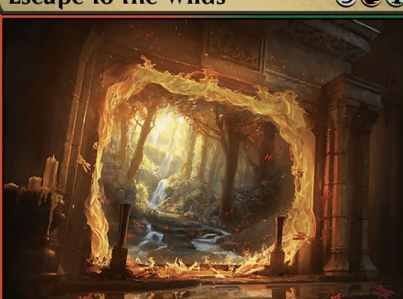


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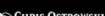
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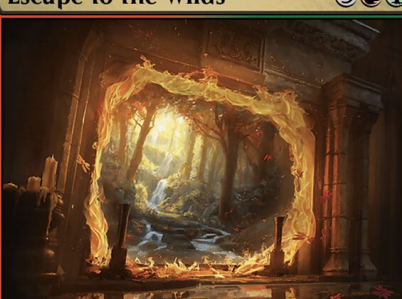


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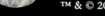
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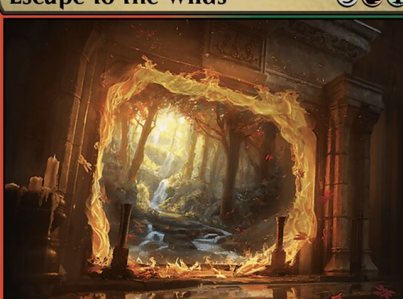


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