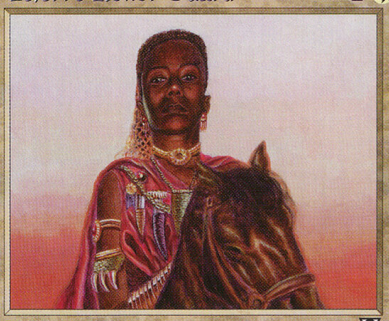
Teferi's Honor Guard 2



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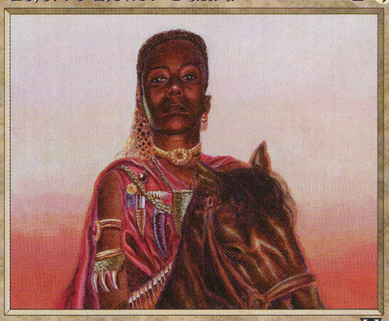
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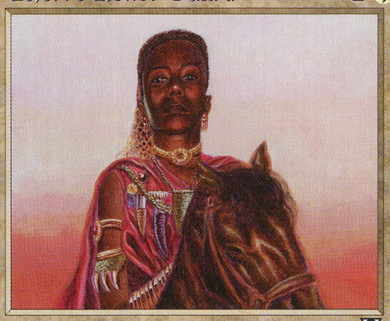
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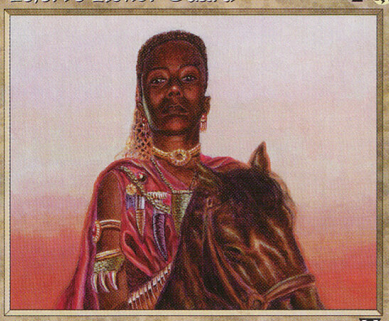
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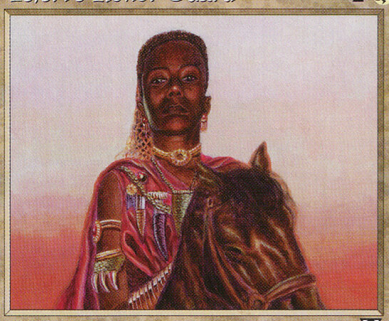
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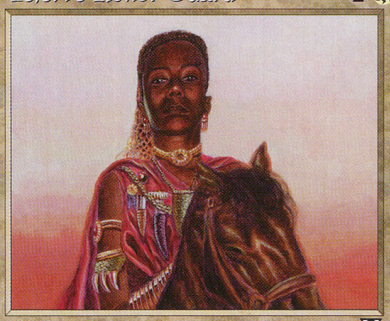
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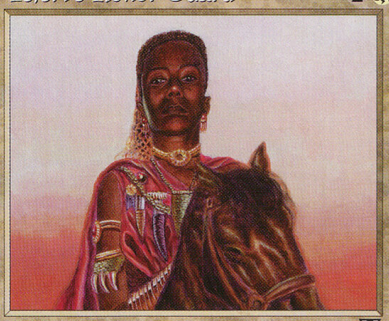
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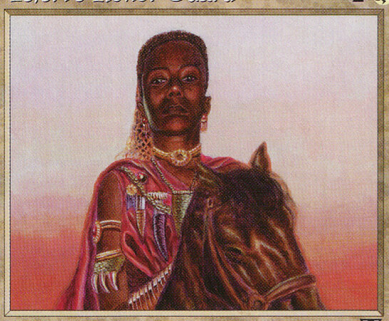
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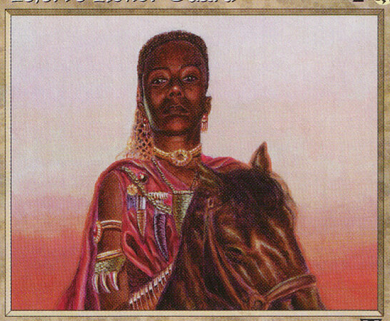
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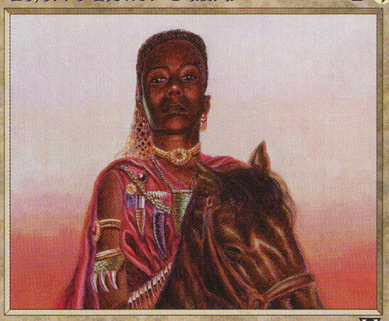
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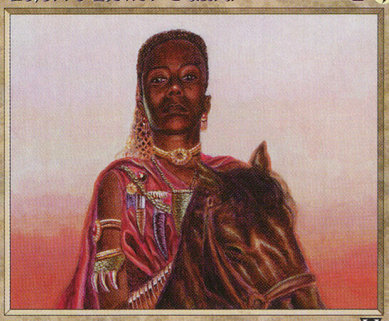
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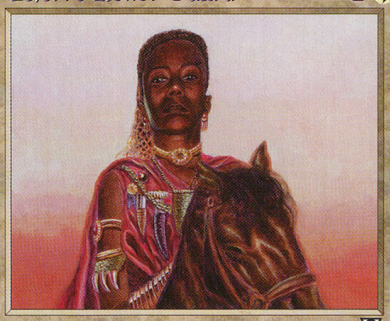
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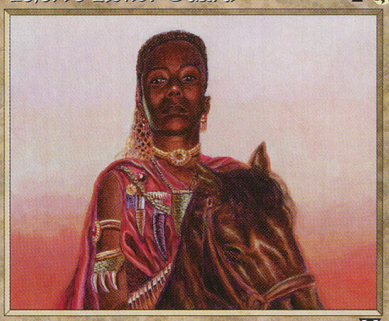
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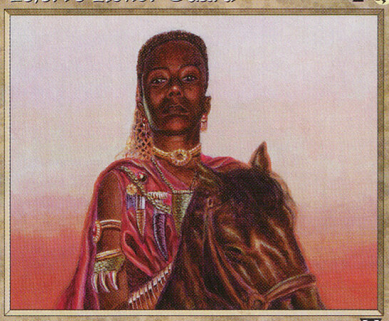
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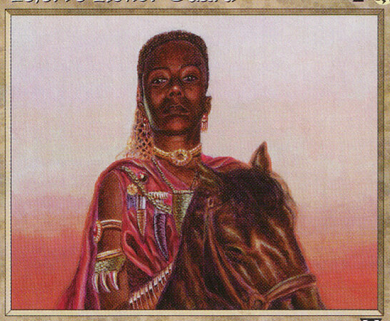
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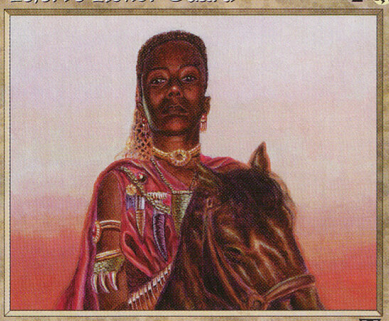
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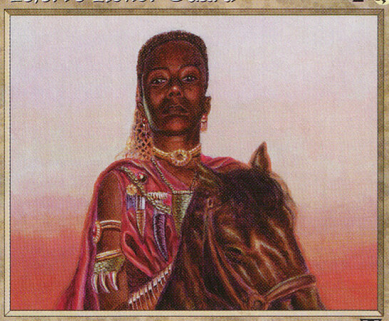
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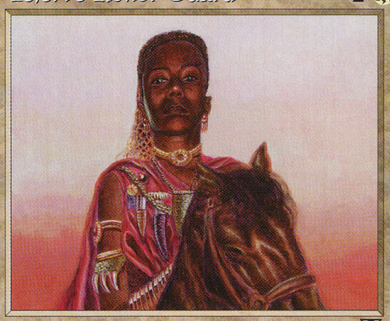
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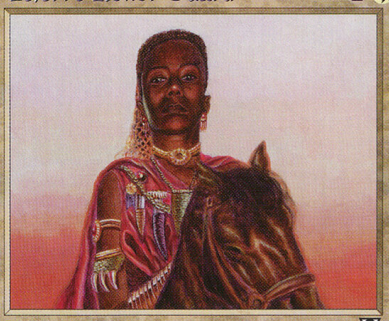
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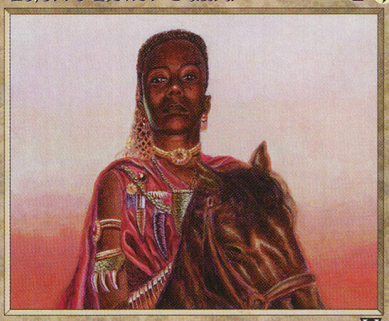
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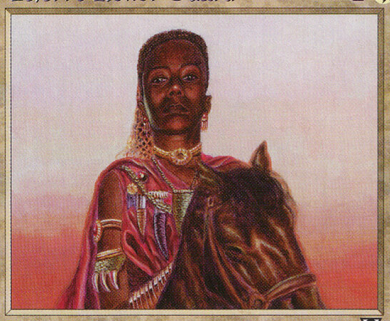
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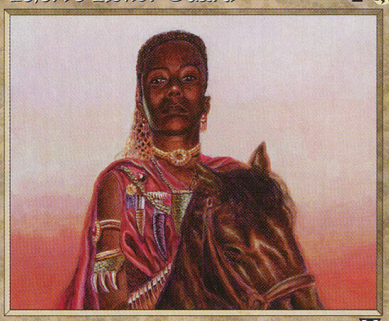
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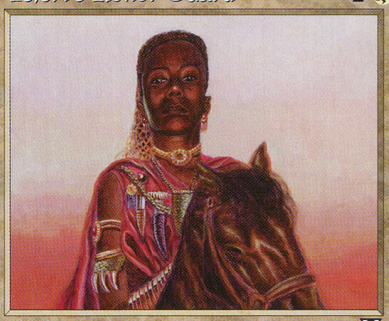
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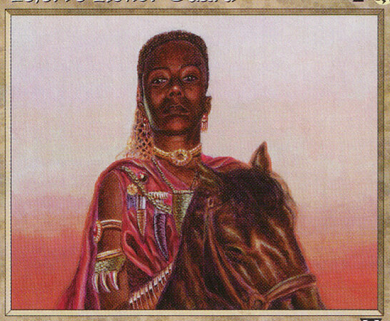
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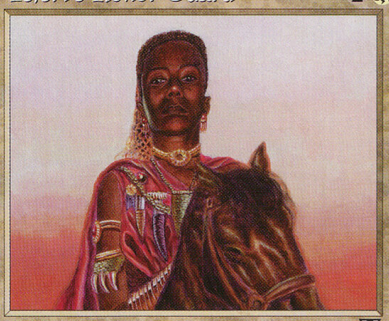
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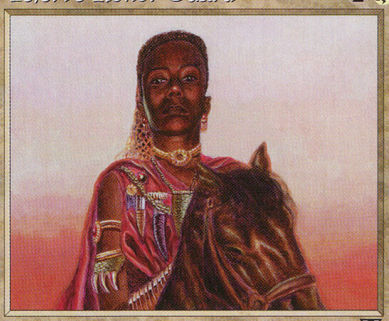
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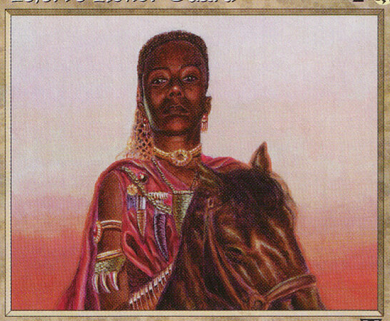
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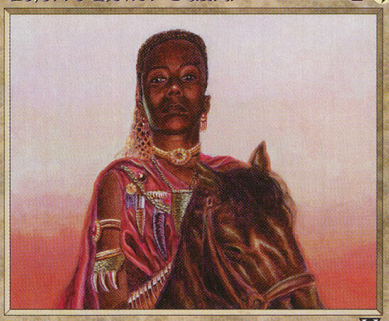
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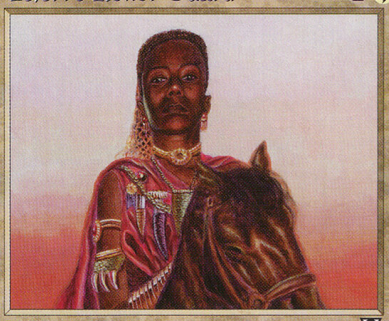
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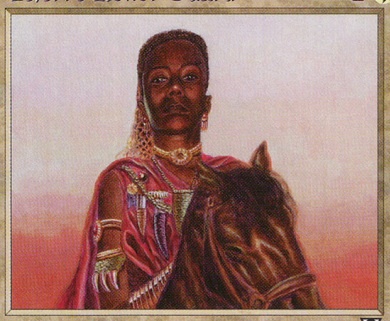
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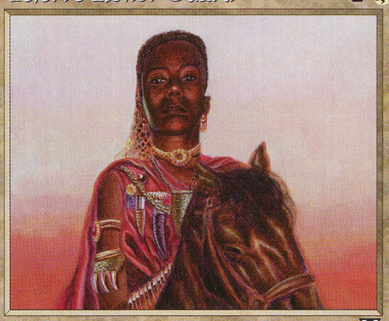
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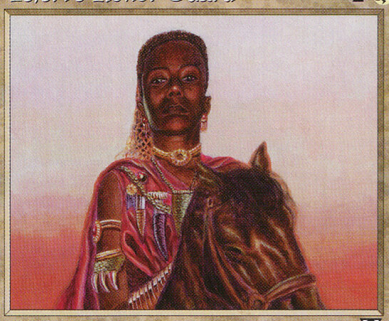
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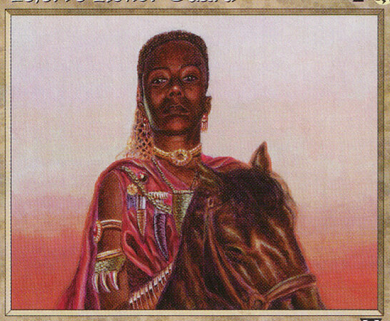
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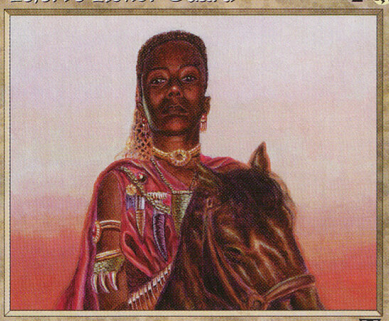
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—Kipkemboi, Kukemssa pirate

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Teferi's Honor Guard 2



Summon Knight

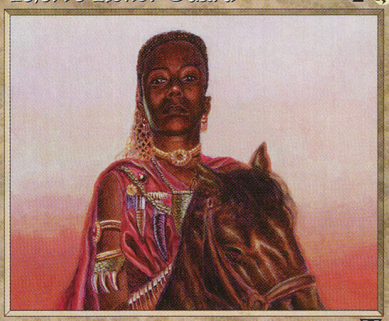
Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

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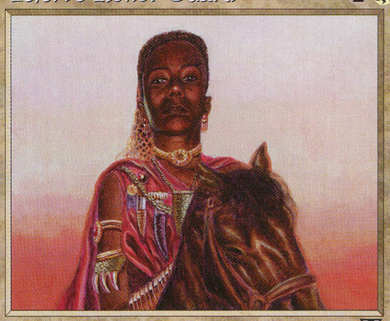
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