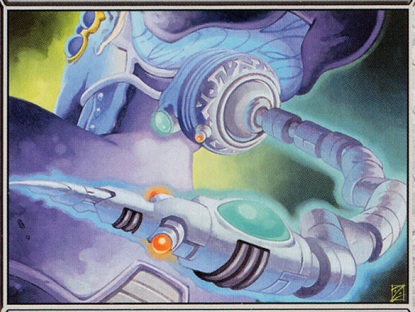
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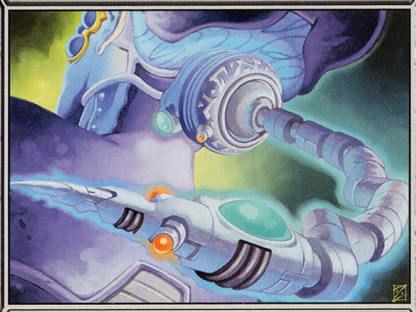
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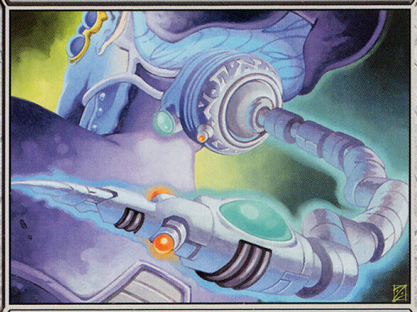
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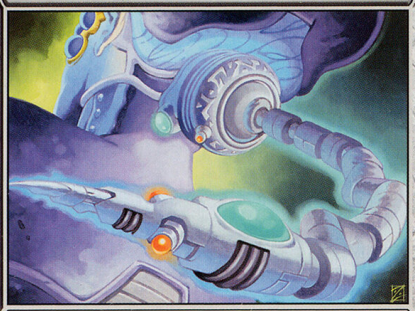
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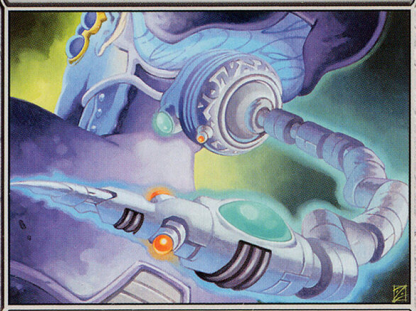
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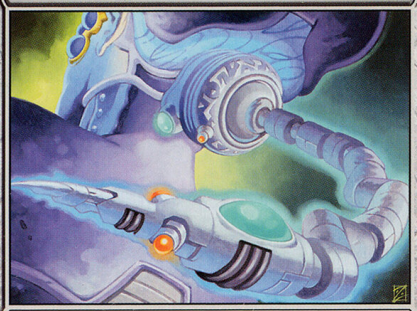
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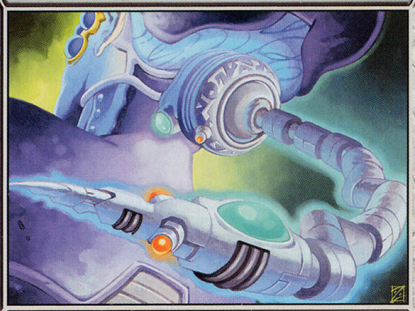
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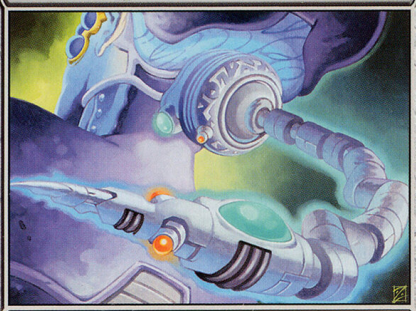
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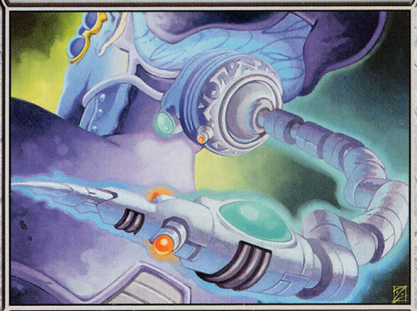
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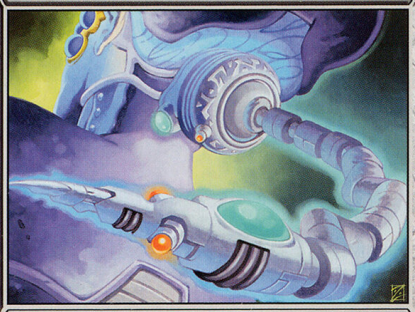
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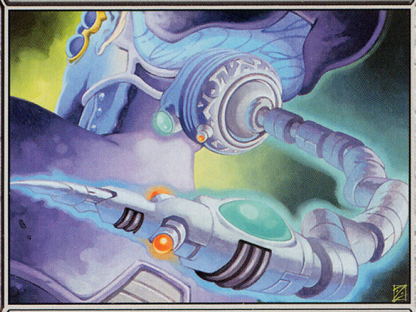
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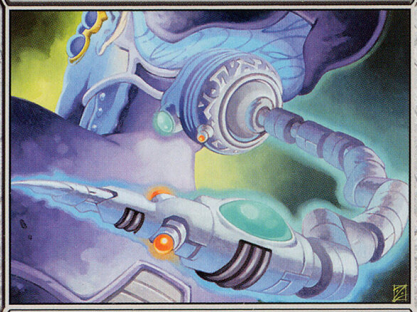
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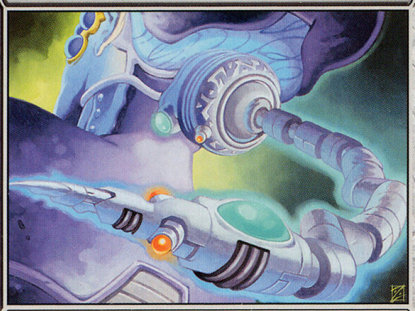
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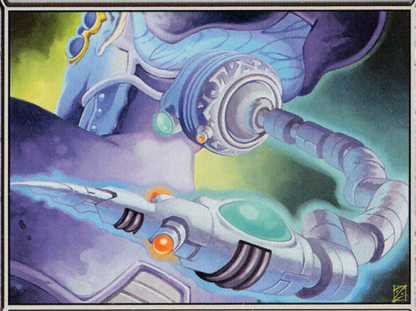
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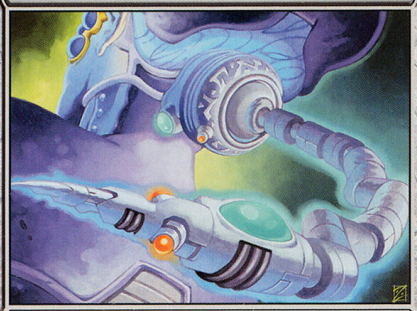
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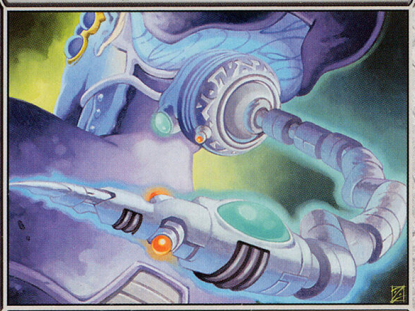
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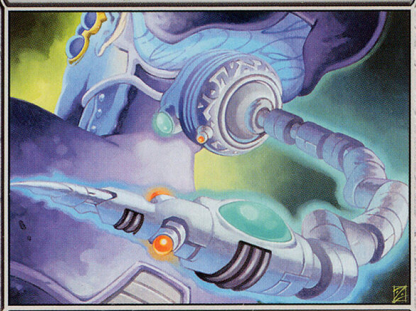
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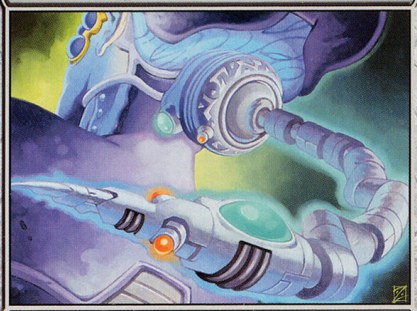
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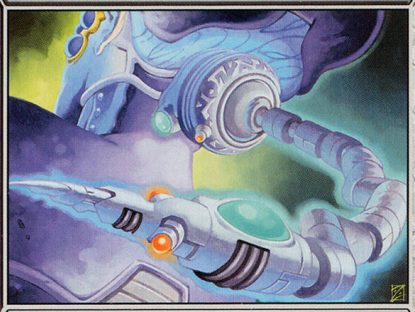
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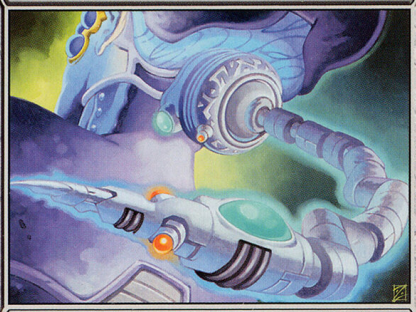
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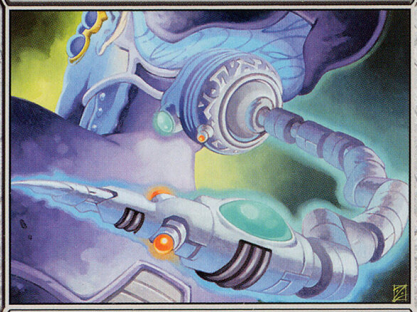
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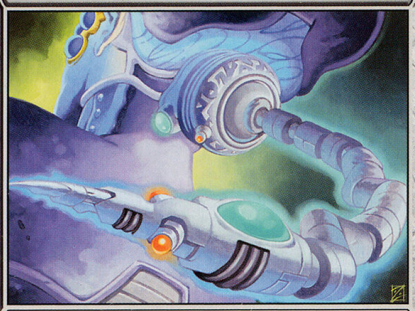
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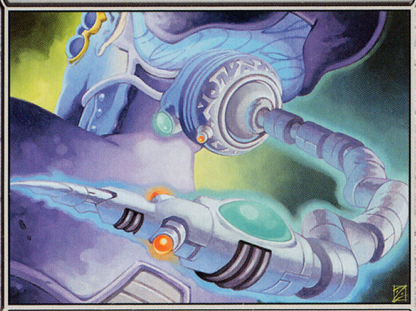
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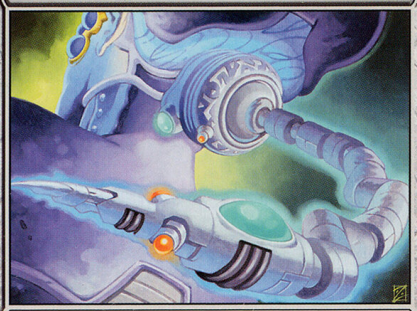
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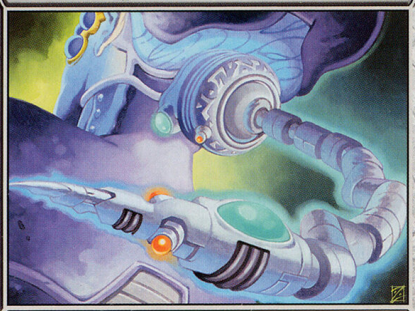
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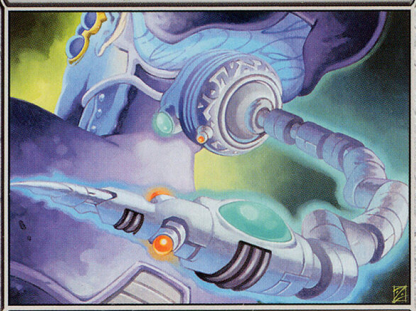
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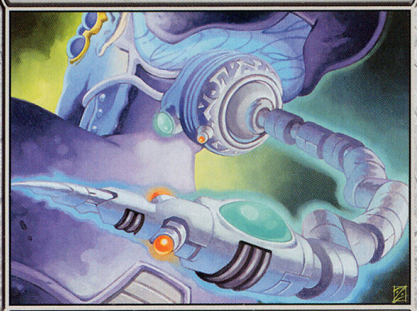
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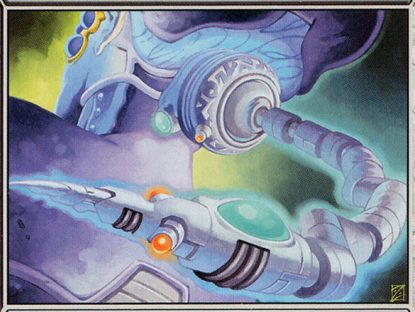
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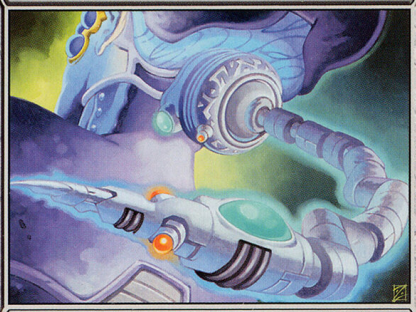
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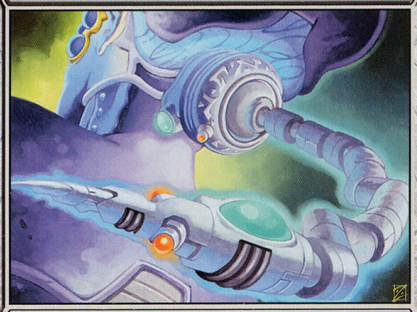
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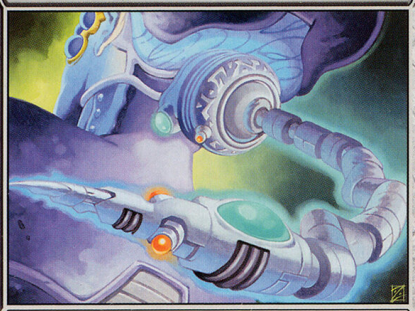
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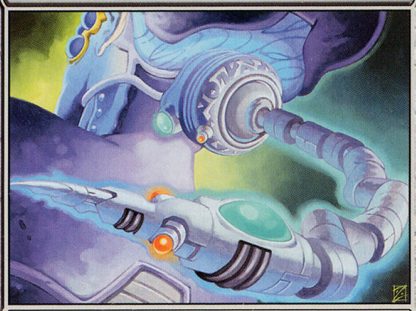
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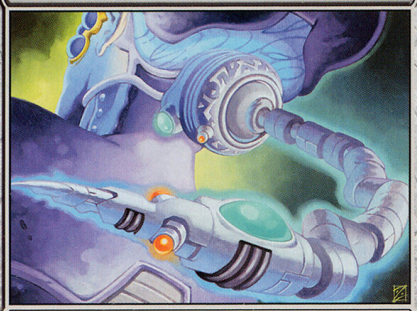
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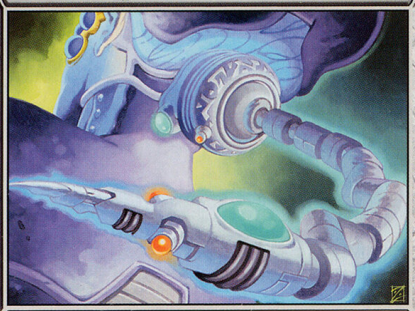
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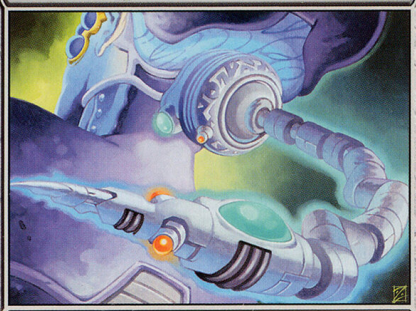
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Equip 1 *(1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)*

Luca Zontini

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Skullclamp 1



Artifact — Equipment

Equipped creature gets +1/-1.

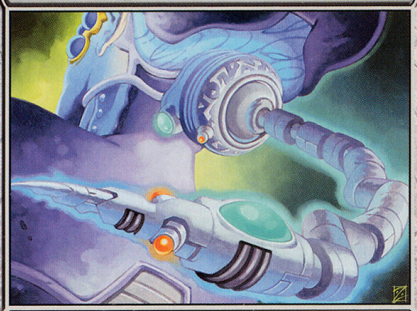
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