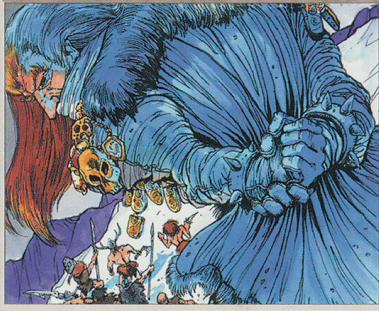


General Jarkeld

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Summon Legend

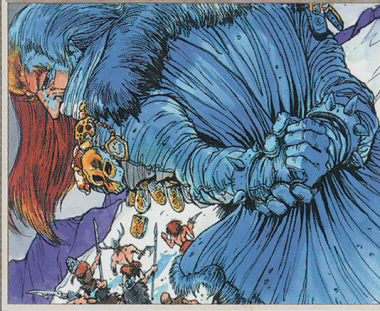
☞: Switch the blocking creatures of two target attacking creatures; all defense must remain legal. Use this ability only during combat after defense is chosen and before damage is dealt.

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General Jarkeld

3 *



Summon Legend

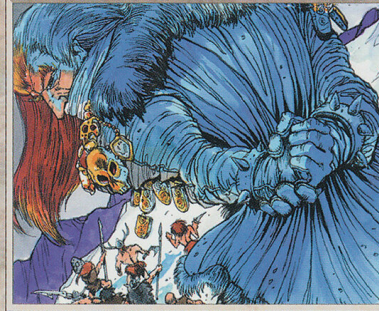
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General Jarkeld

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Summon Legend

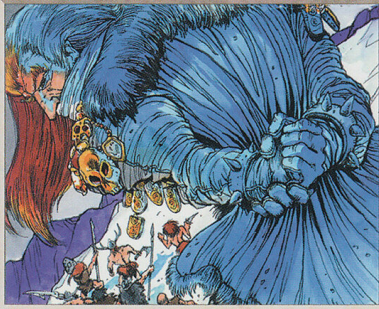
☞: Switch the blocking creatures of two target attacking creatures; all defense must remain legal. Use this ability only during combat after defense is chosen and before damage is dealt.

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General Jarkeld

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Summon Legend

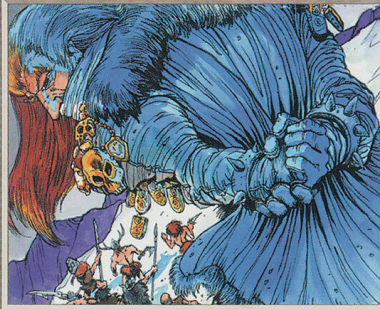
☞: Switch the blocking creatures of two target attacking creatures; all defense must remain legal. Use this ability only during combat after defense is chosen and before damage is dealt.

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General Jarkeld

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Summon Legend

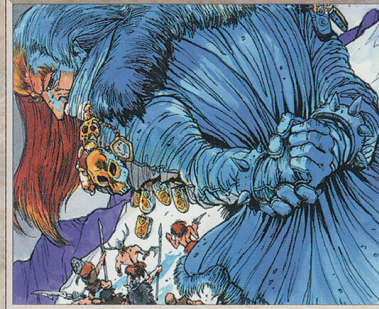
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General Jarkeld

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Summon Legend

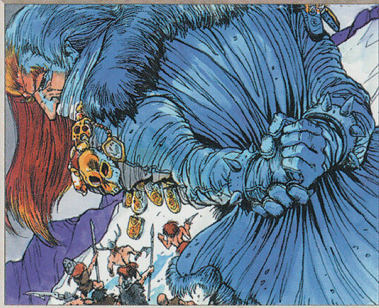
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General Jarkeld

3 *



Summon Legend

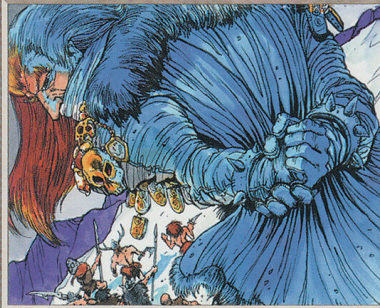
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General Jarkeld

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Summon Legend

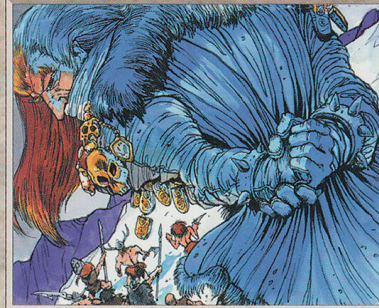
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