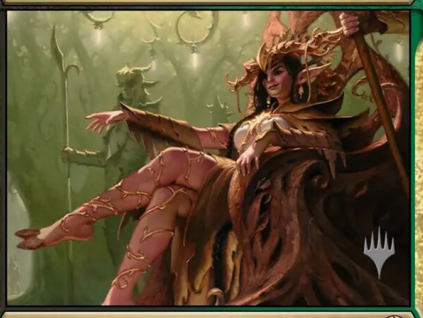
High Perfect Morcant



Legendary Creature — Elf Noble

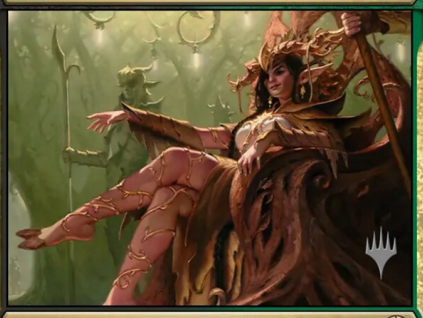
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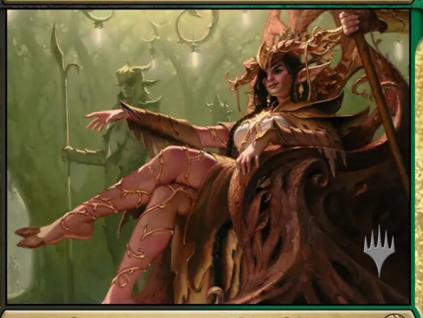
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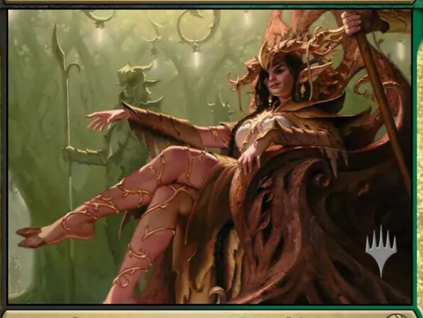
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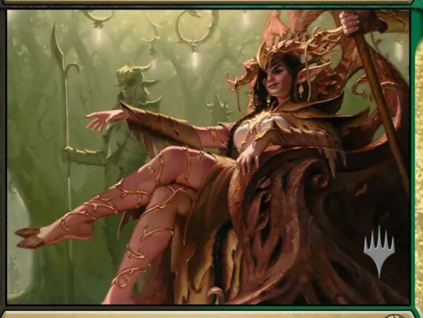
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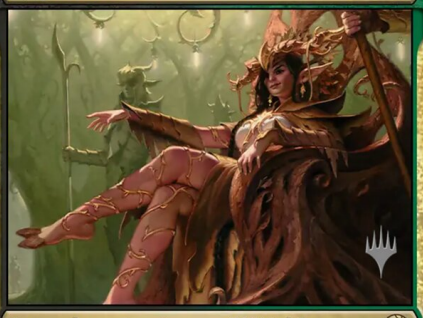
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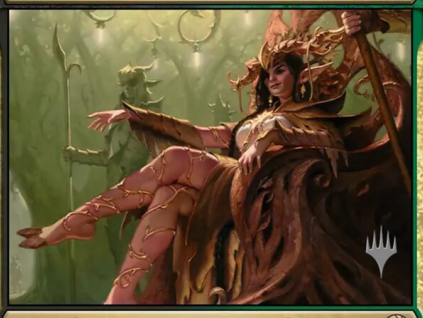
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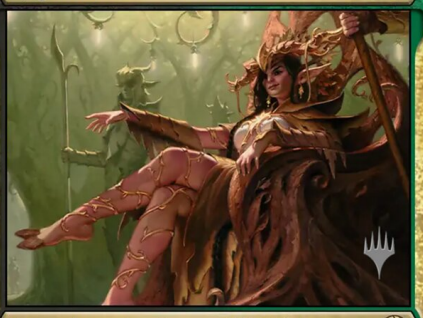
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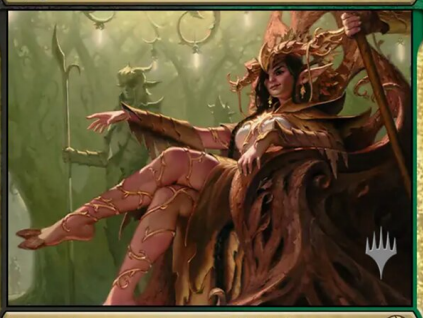
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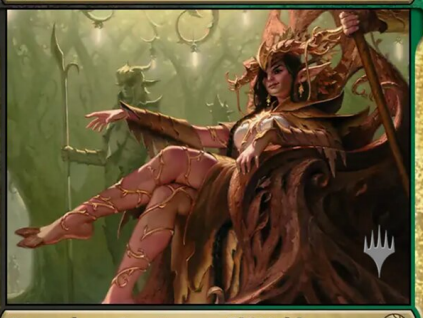
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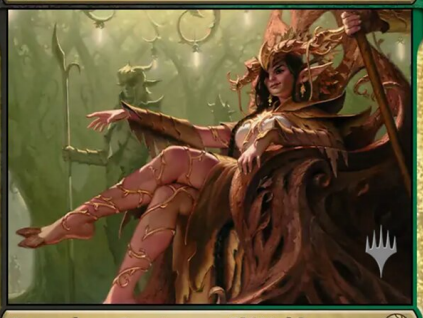
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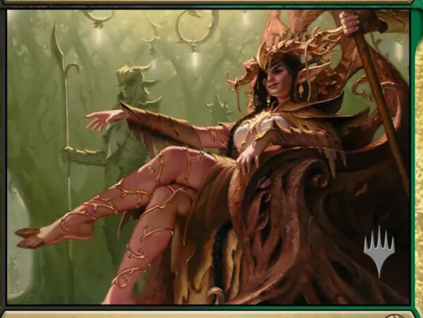
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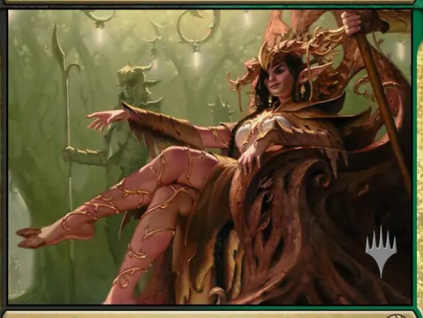
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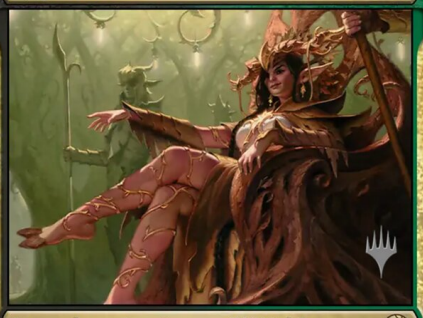
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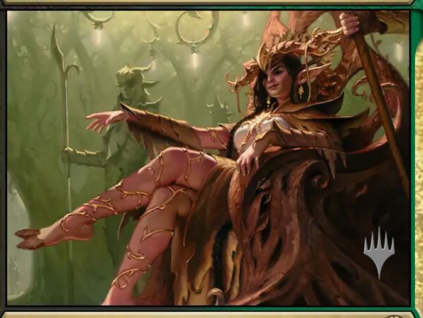
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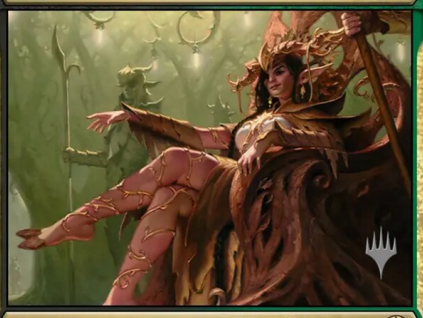
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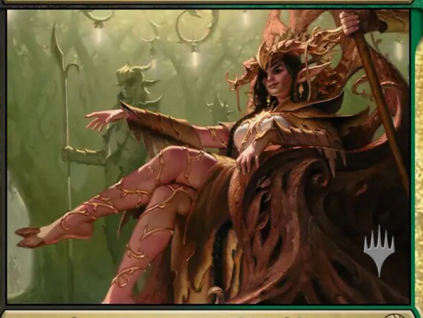
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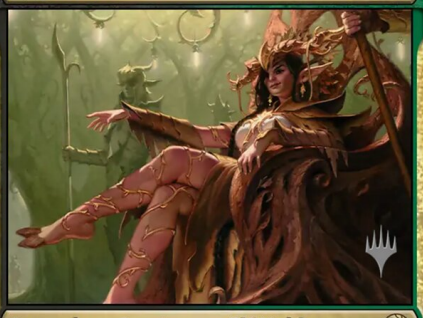
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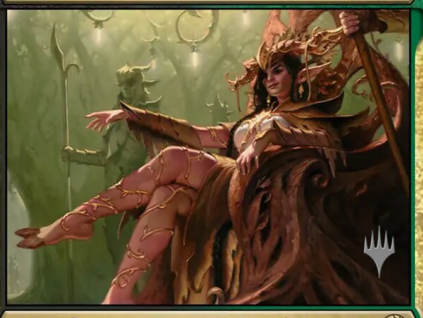
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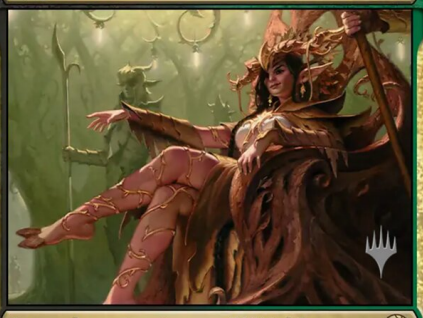
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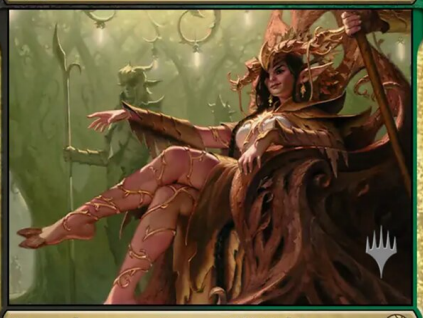
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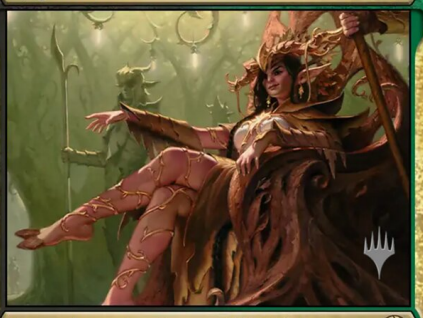
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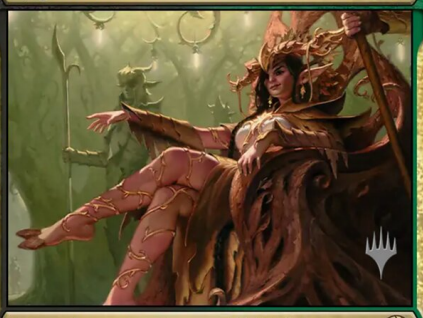
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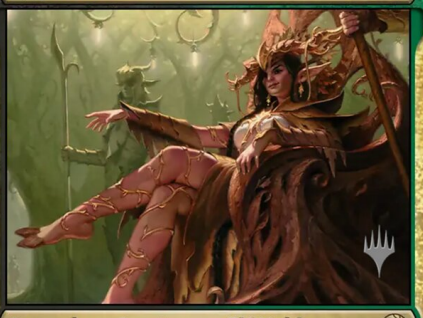
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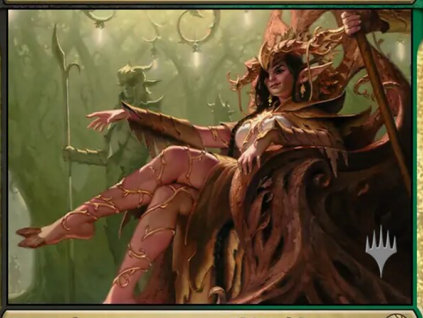
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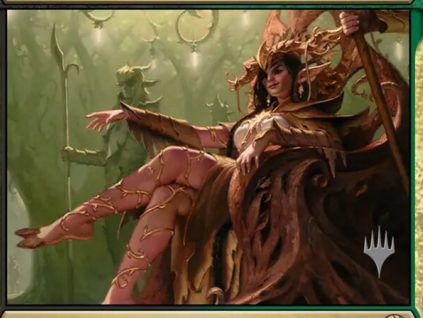
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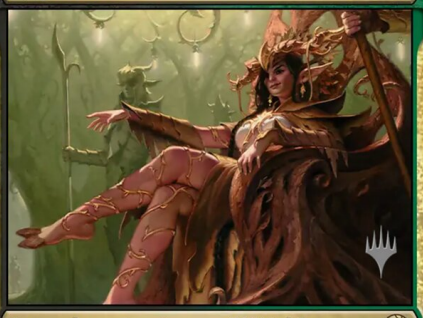
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High Perfect Morcant



Legendary Creature — Elf Noble

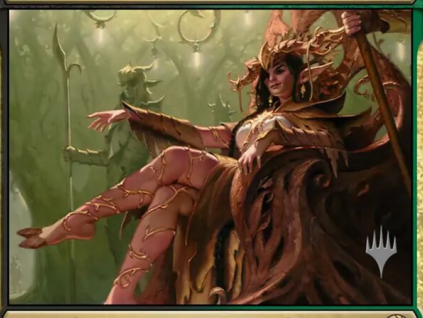
Whenever High Perfect Morcant or another Elf you control enters, each opponent blights 1. *(They each put a -1/-1 counter on a creature they control.)*

Tap three untapped Elves you control: Proliferate. Activate only as a sorcery. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*

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