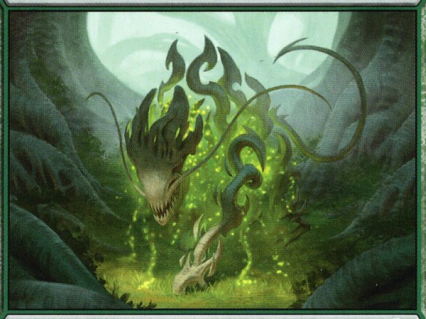
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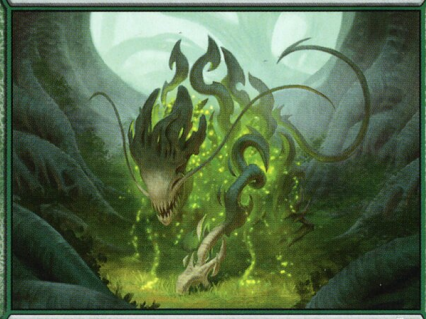
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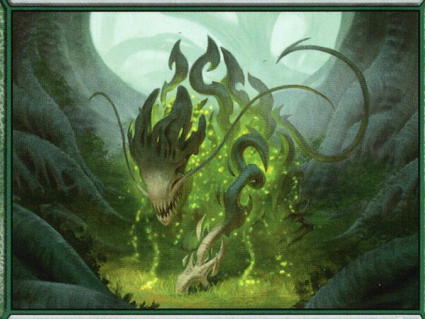
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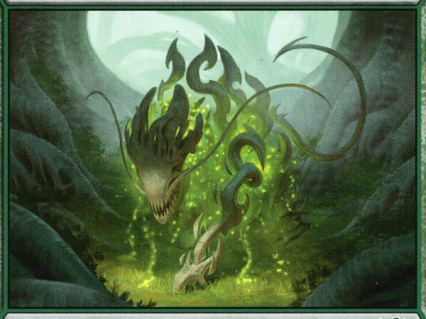
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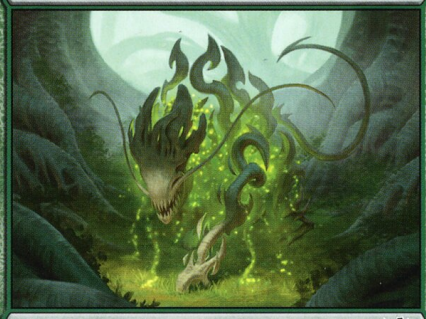
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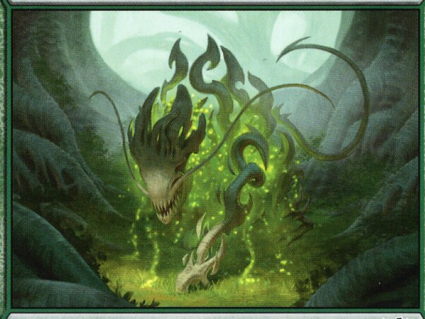
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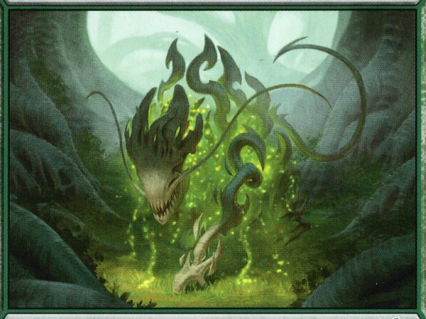
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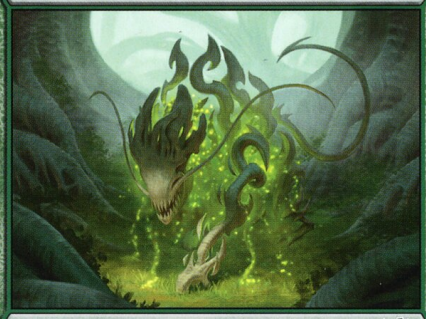
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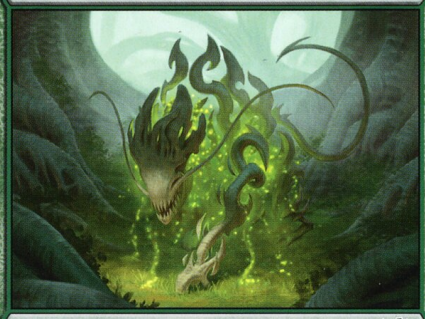
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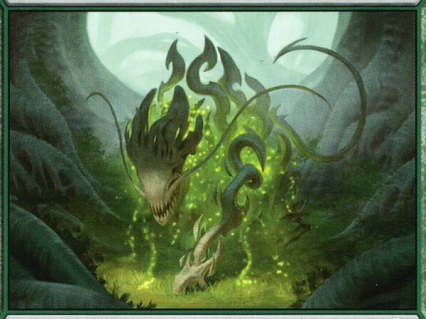
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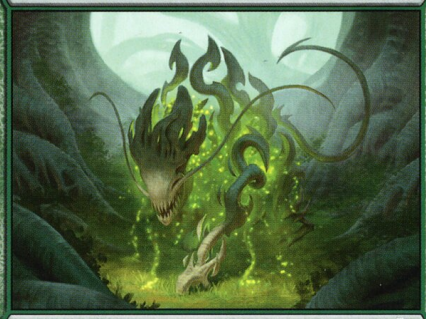
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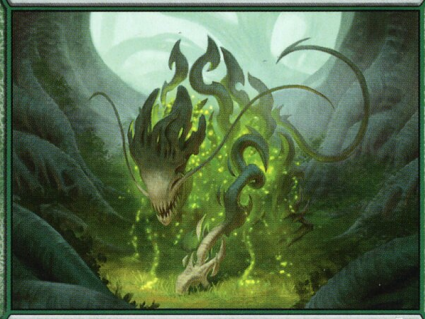
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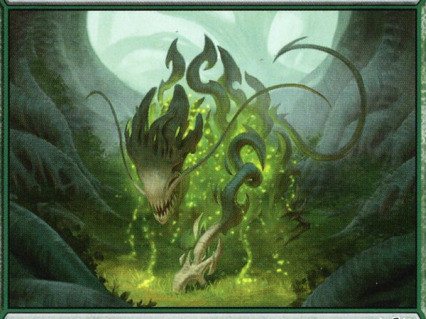
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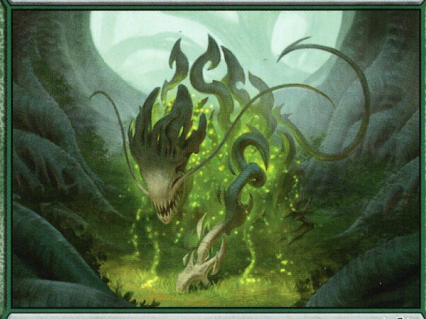
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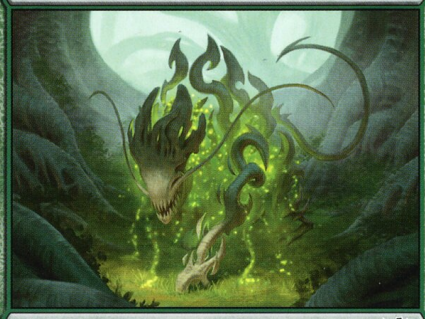
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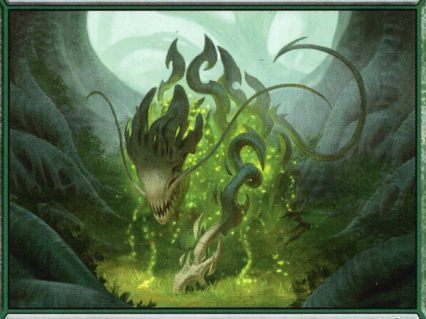
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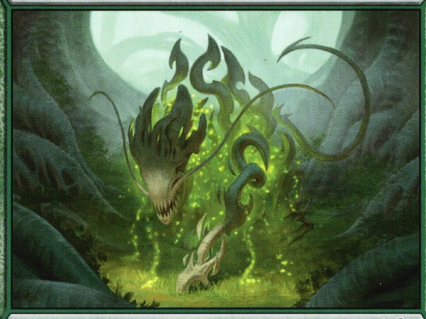
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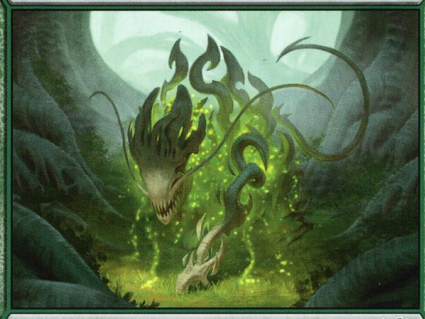
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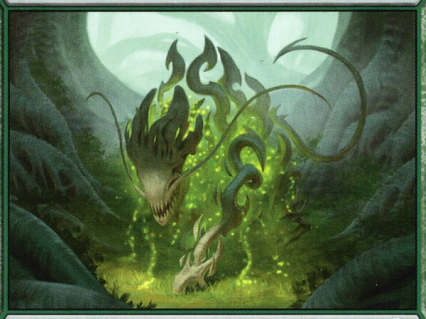
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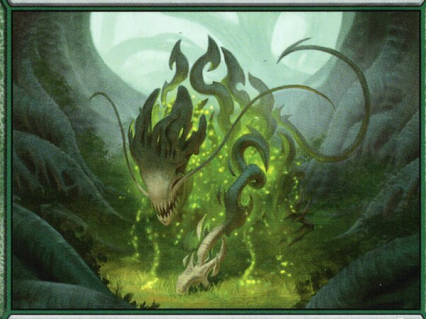
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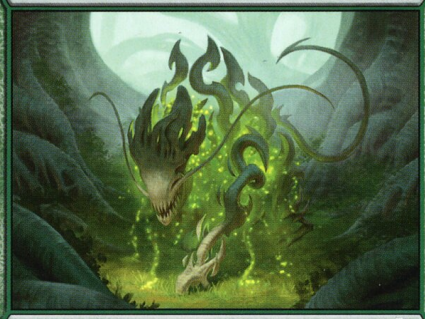
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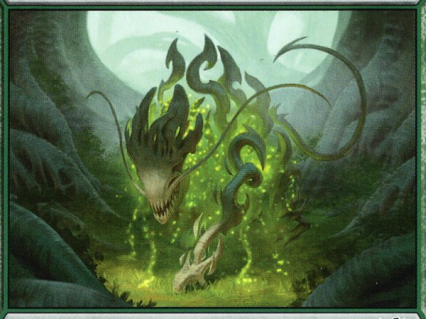
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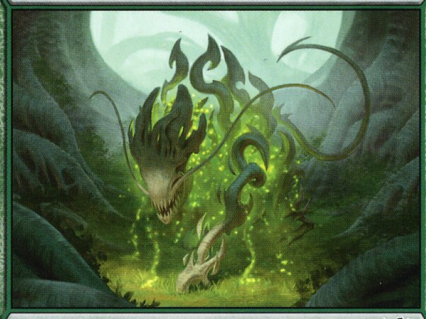
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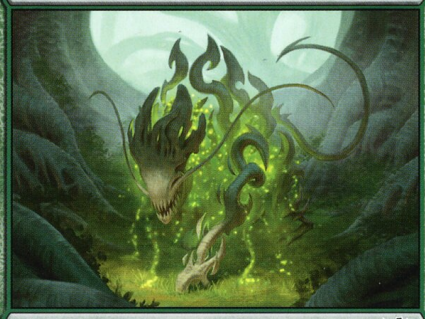
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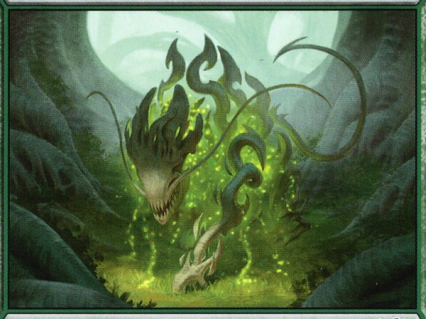
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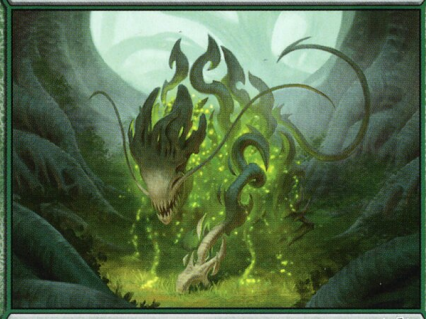
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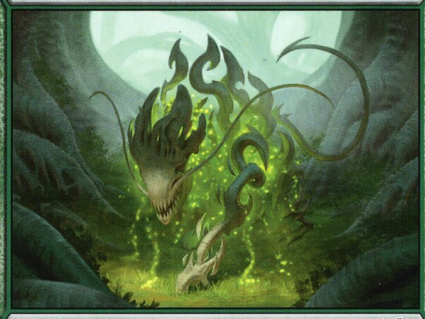
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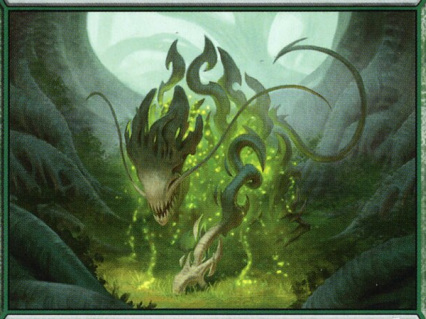
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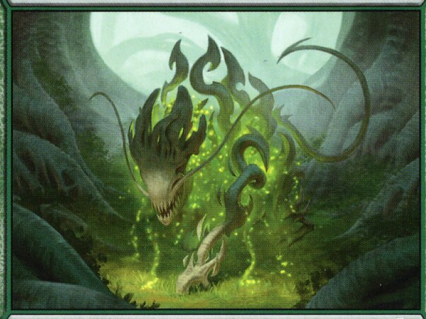
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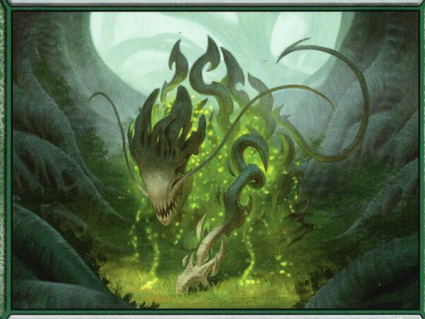
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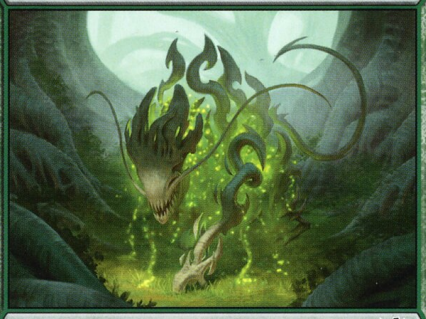
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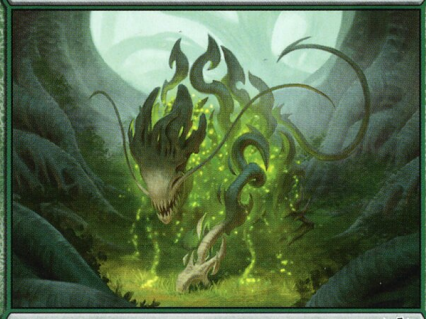
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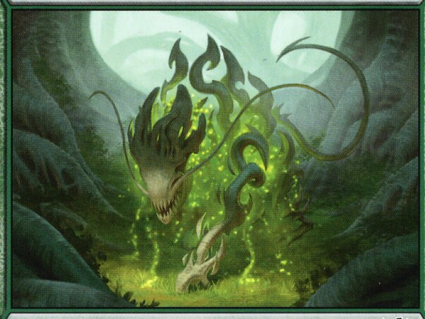
Creature — Elemental

When Blanchwood Prowler enters the battlefield, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Blanchwood Prowler. *(To mill a card, put the top card of your library into your graveyard.)*

1/1

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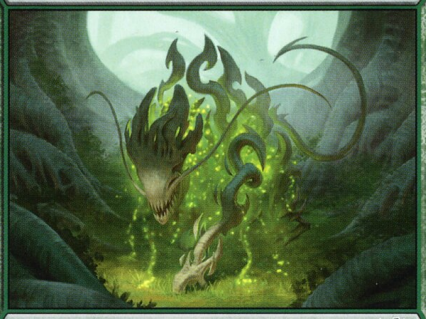
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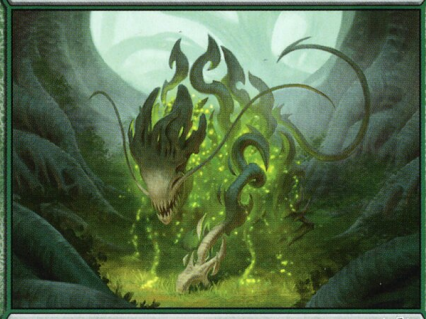
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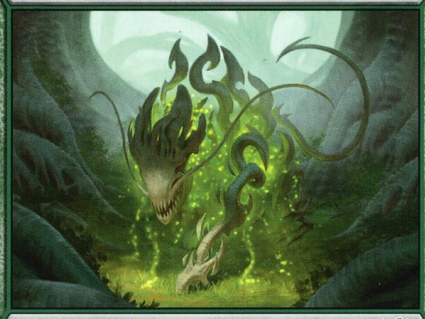
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