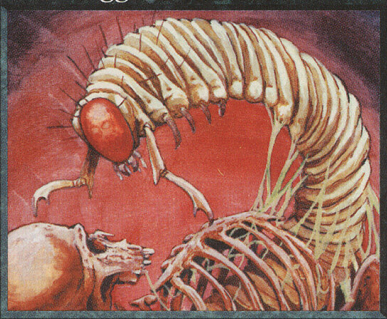
Takklemaggot



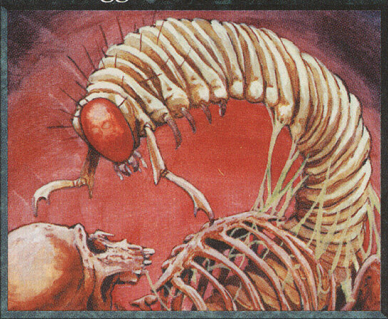
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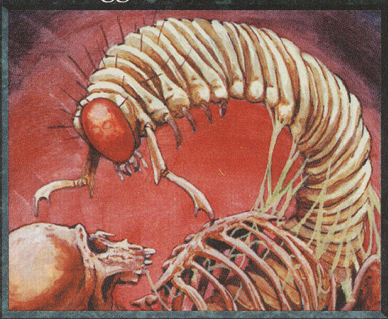
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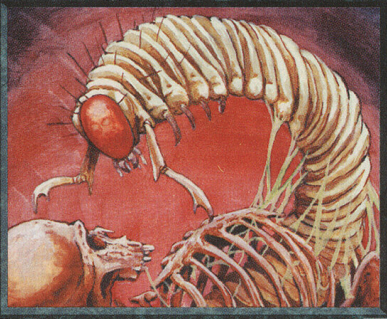
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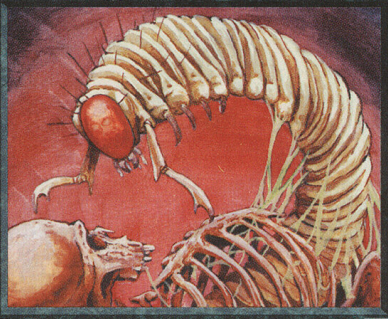
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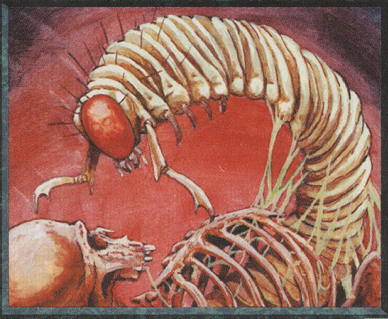
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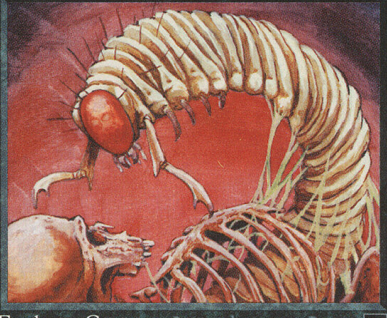
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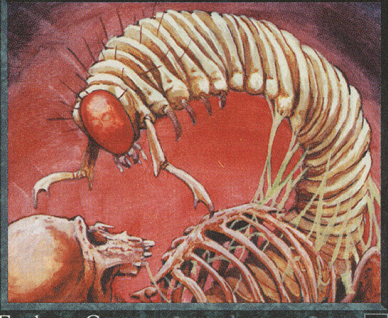
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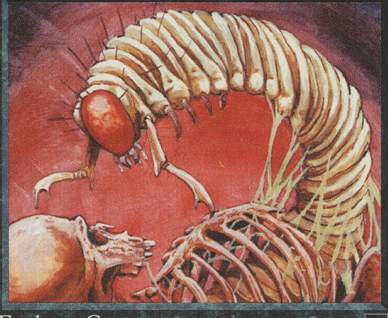
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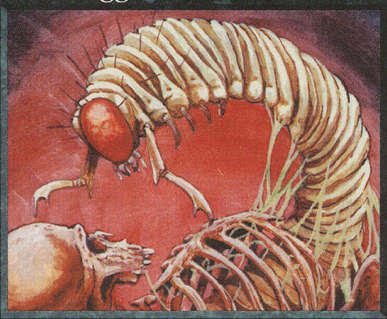
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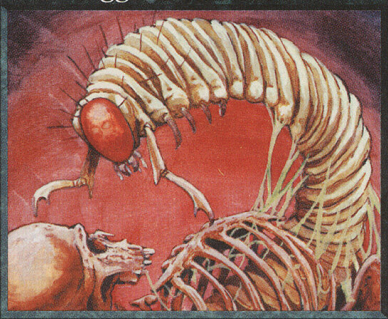
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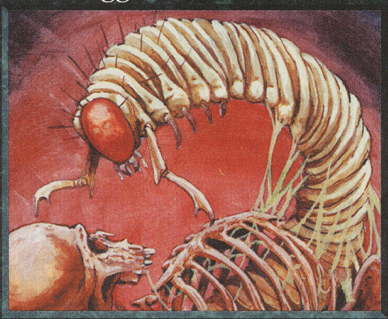
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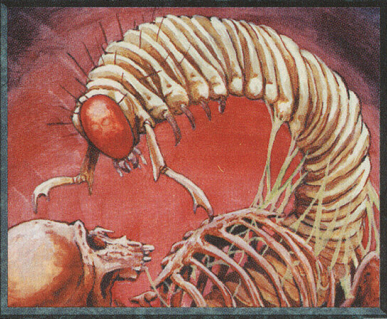
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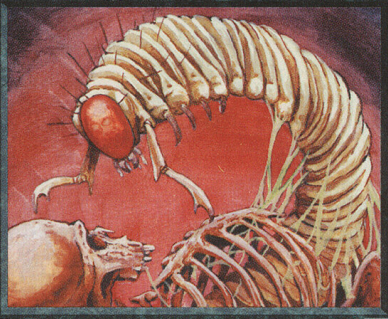
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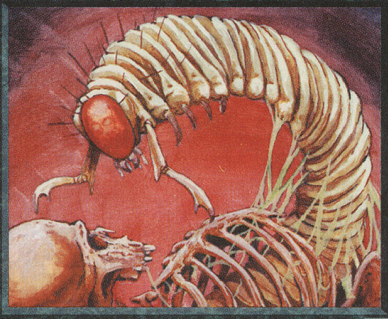
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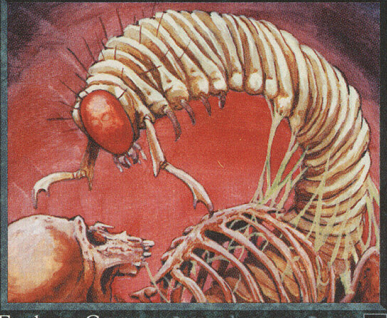
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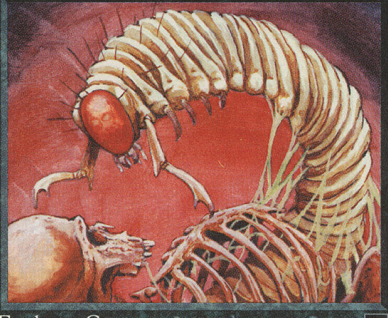
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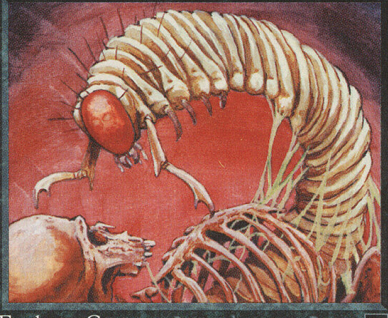
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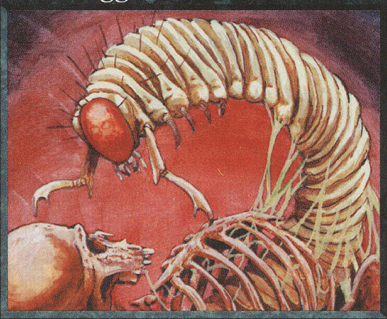
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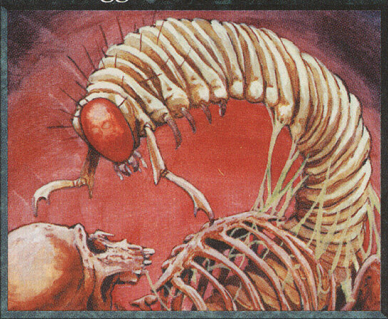
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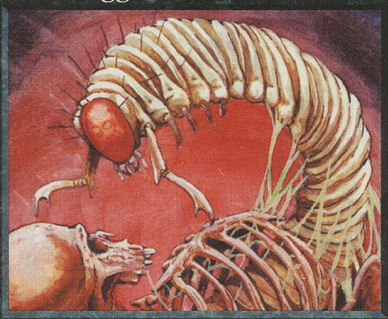
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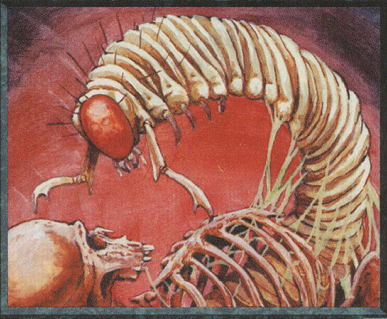
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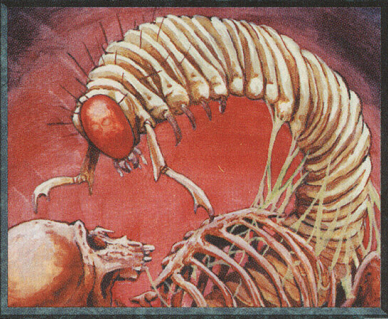
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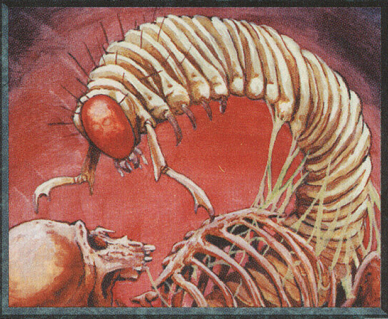
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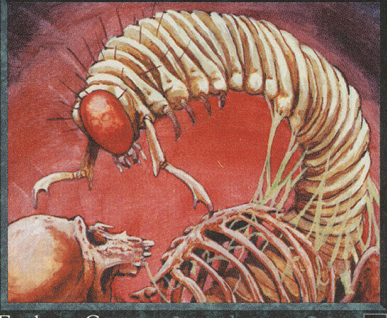
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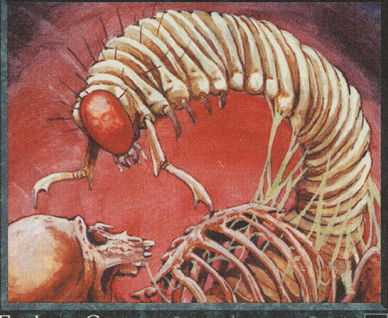
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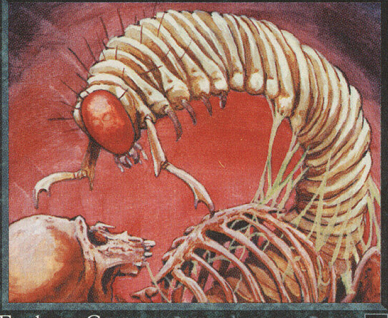
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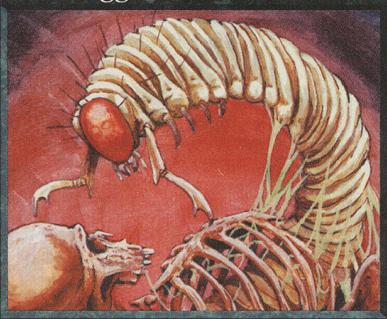
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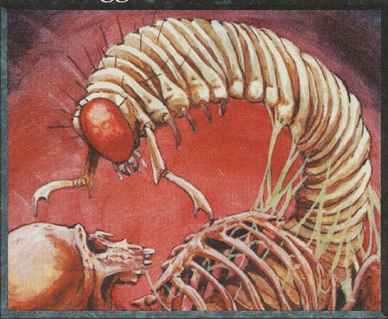
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Takklemaggot



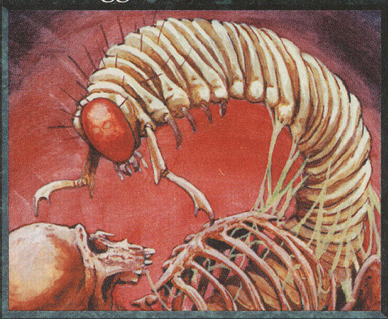
Enchant Creature

During target creature's controller's upkeep, put a –0/–1 counter on that creature. If the creature is put into the graveyard, its controller chooses a new target creature for Takklemaggot. If there are no legal targets, Takklemaggot becomes an enchantment; during his or her upkeep, Takklemaggot deals 1 damage to the controller of the last creature Takklemaggot enchanted. Control of Takklemaggot does not change when its target changes or when it becomes an enchantment.

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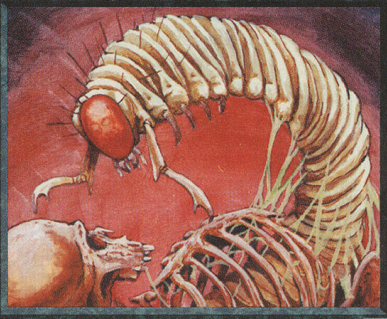
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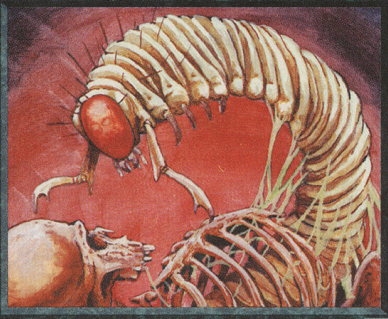
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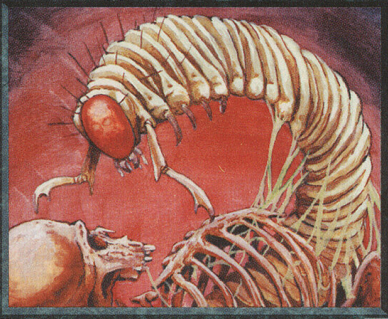
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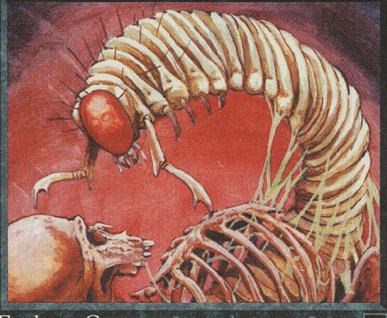
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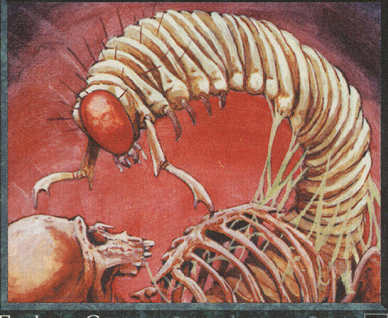
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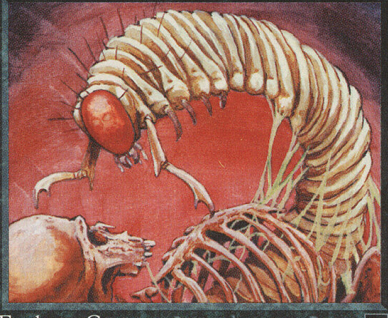
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