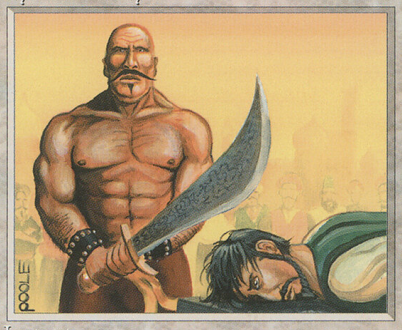
Eye for an Eye



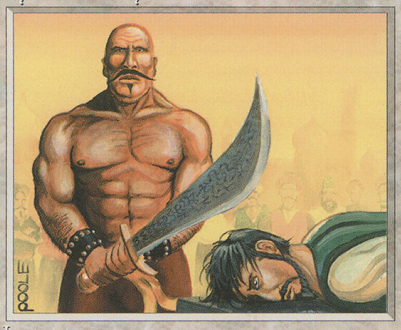
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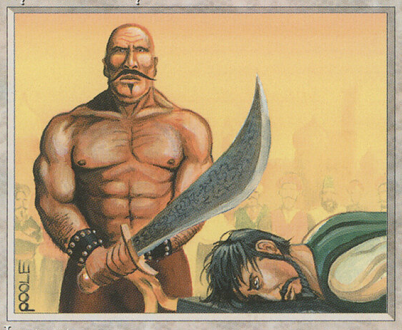
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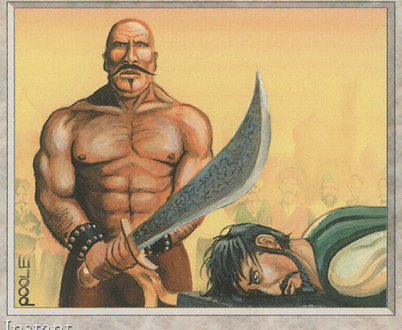
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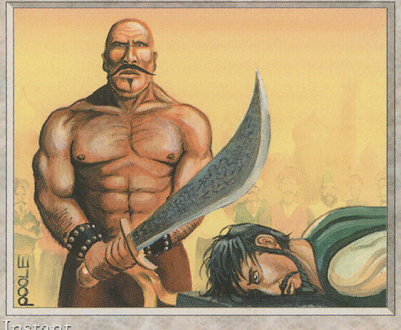
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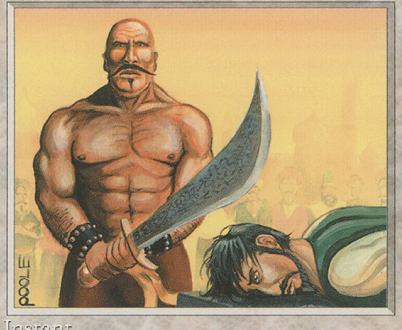
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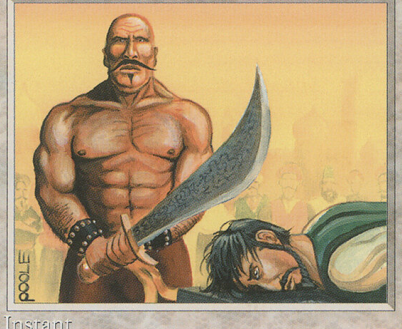
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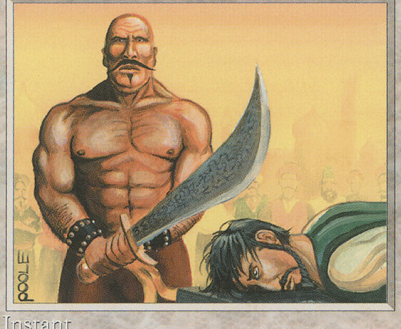
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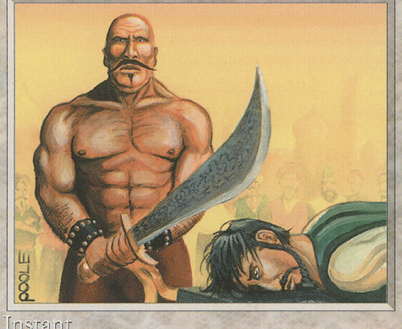
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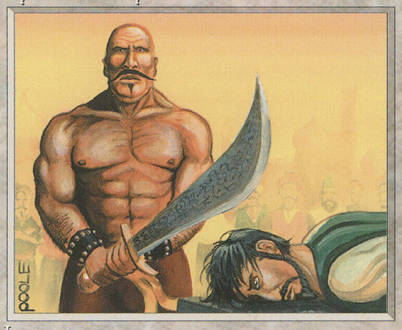
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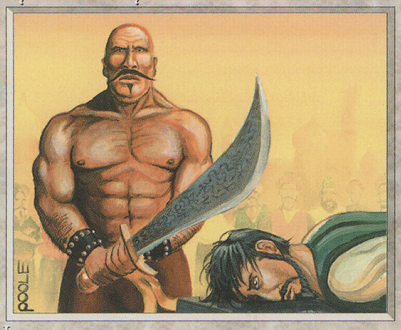
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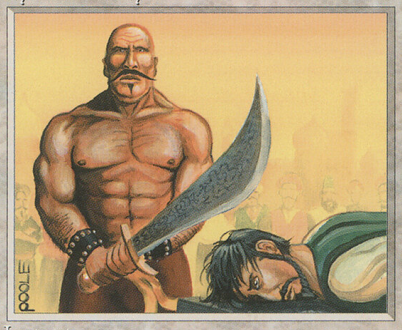
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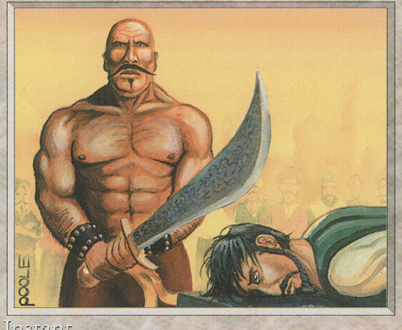
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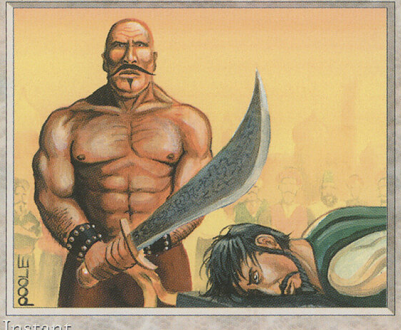
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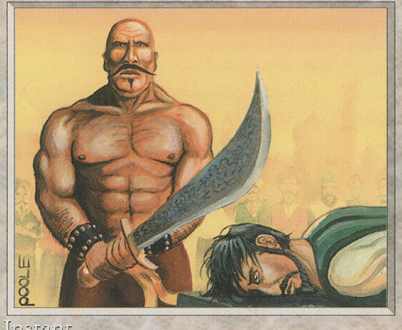
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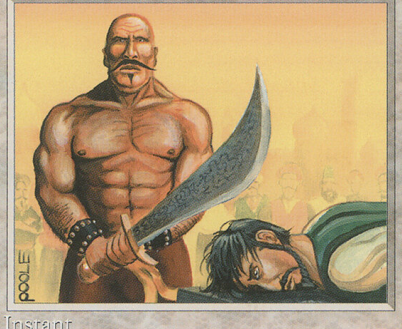
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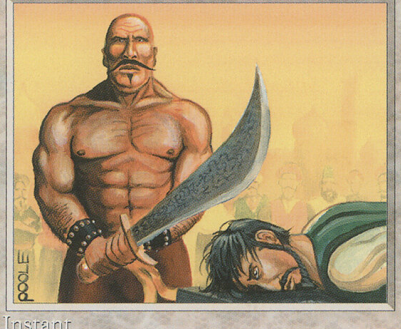
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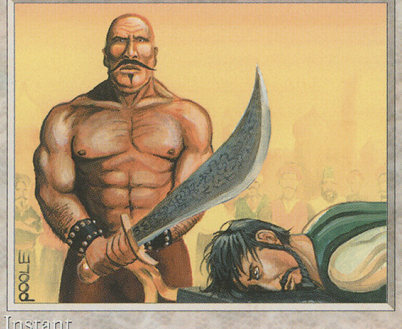
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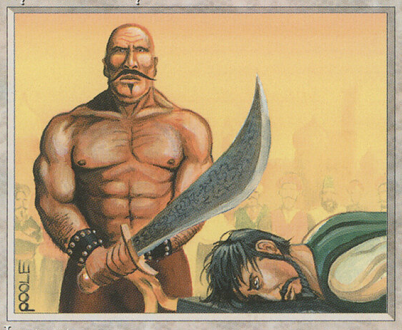
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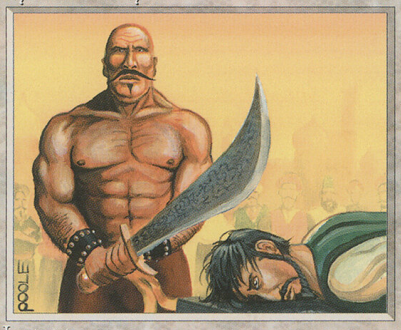
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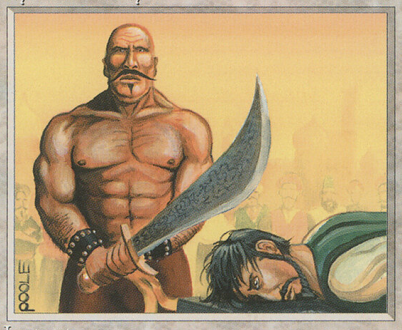
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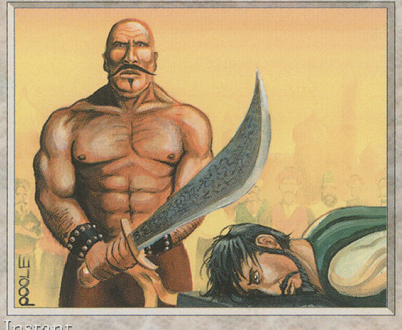
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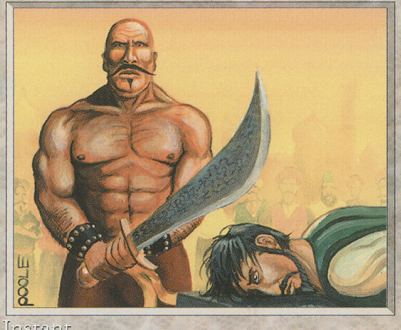
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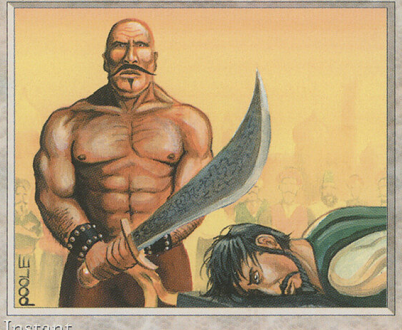
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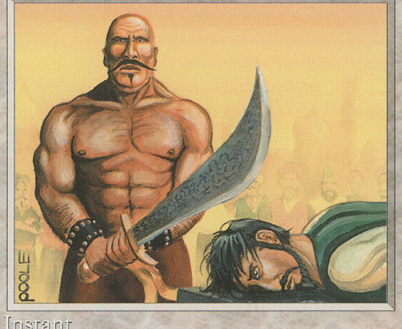
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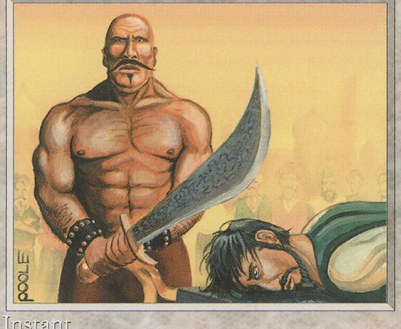
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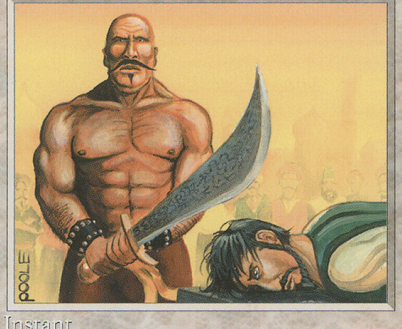
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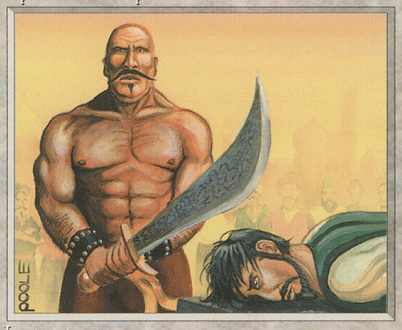
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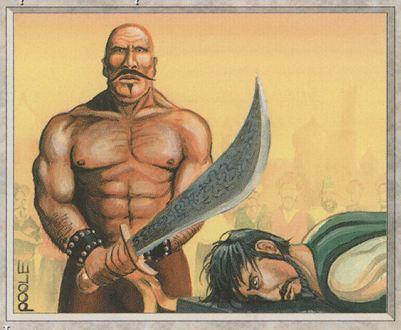
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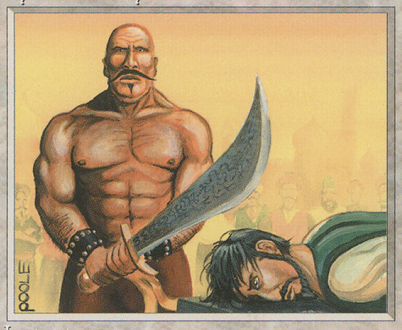
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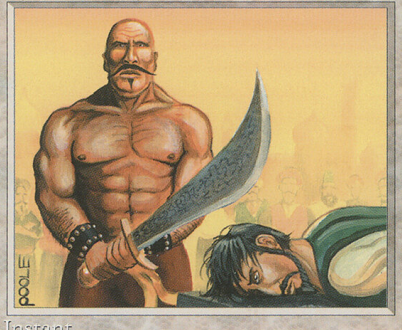
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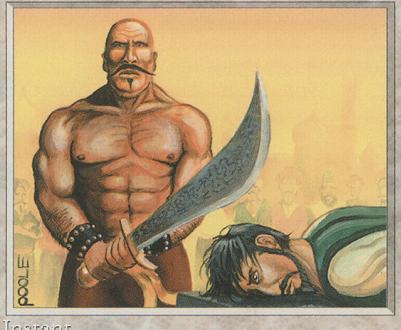
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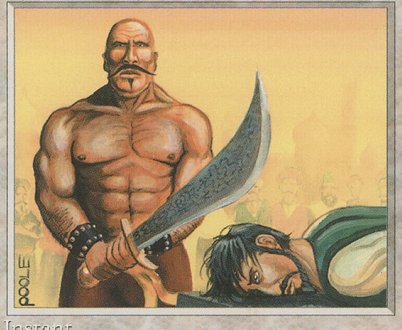
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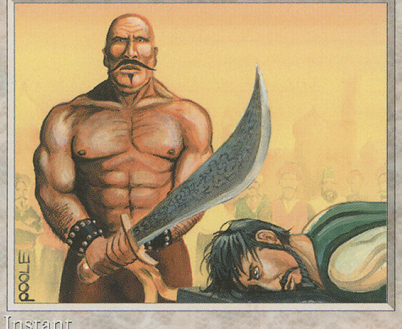
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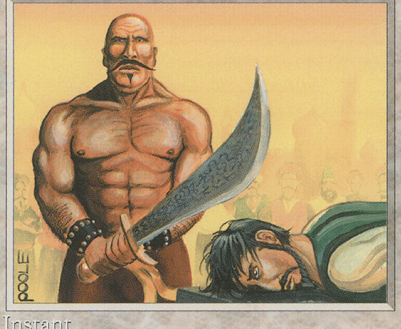
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Eye for an Eye



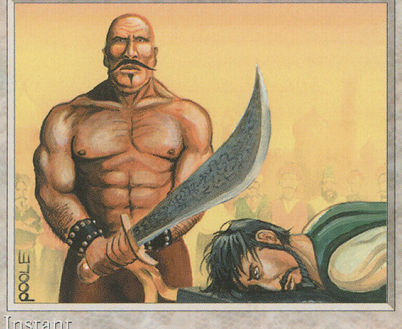
Instant

You may cast Eye for an Eye only when a creature, spell, or effect deals damage to you. Eye for an Eye deals an equal amount of damage to the controller of that creature, spell, or effect. If another spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. Mark Poole

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