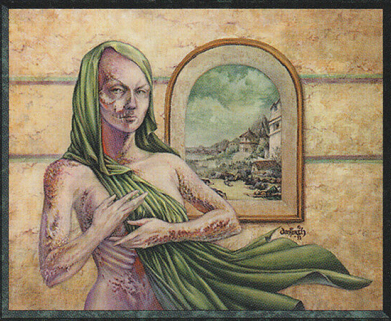
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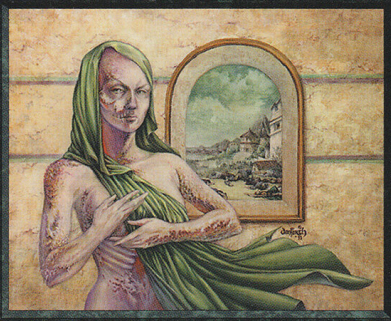


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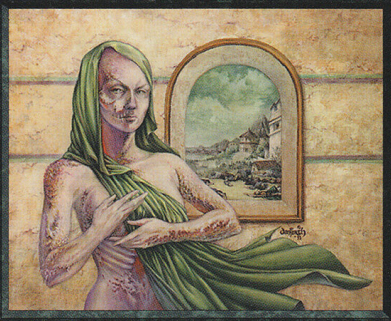


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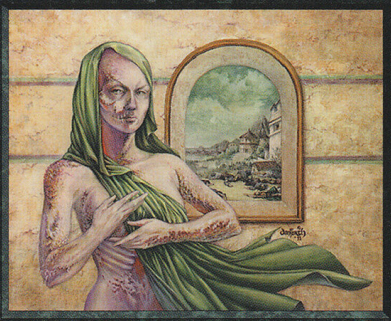


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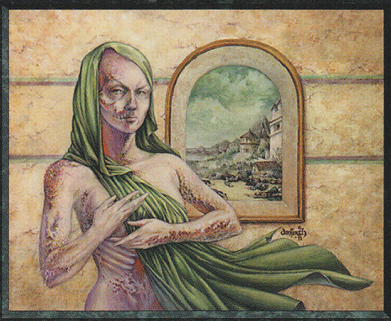


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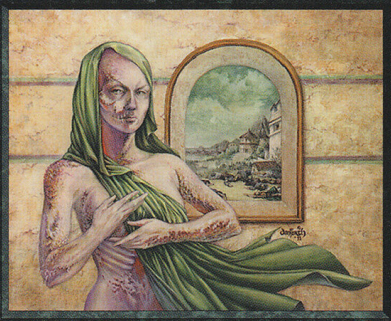


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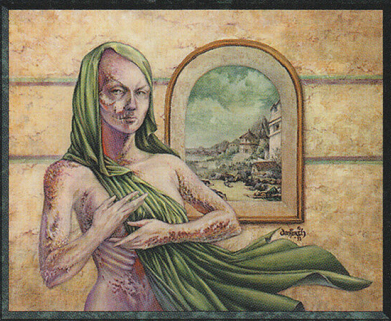


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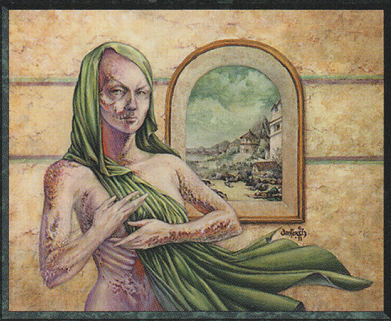


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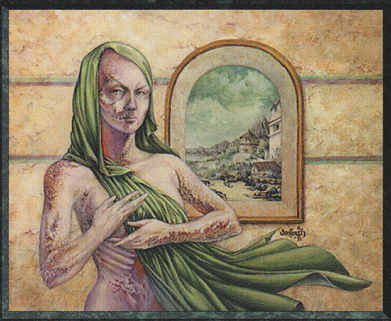


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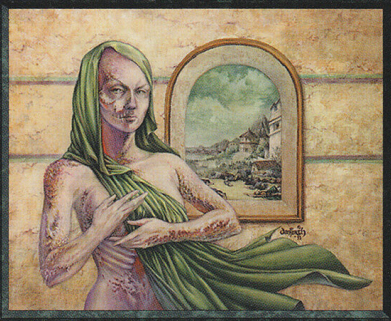


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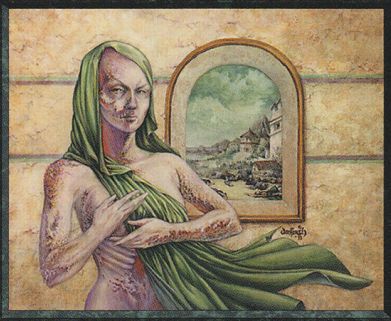


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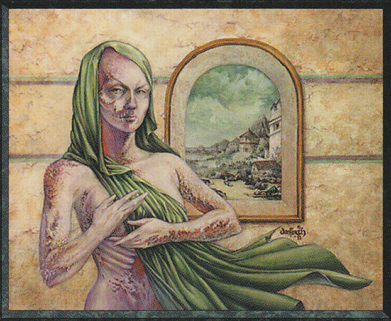


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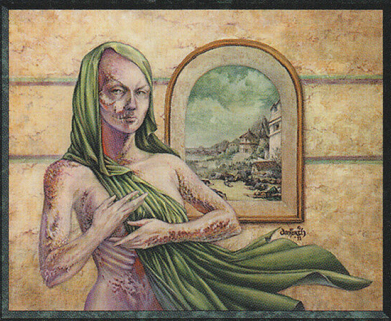


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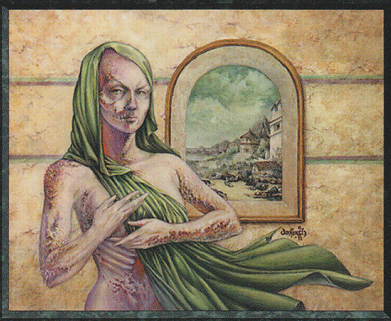


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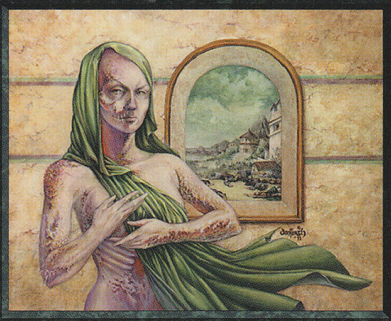


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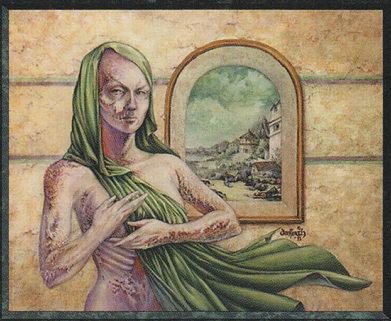


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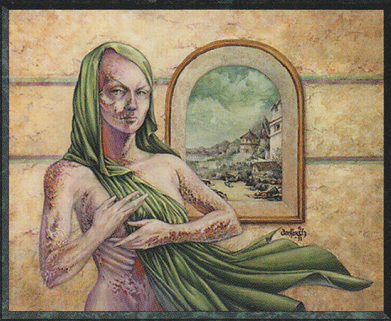


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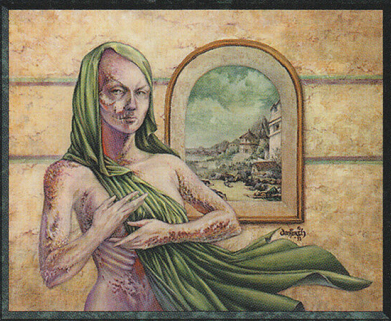


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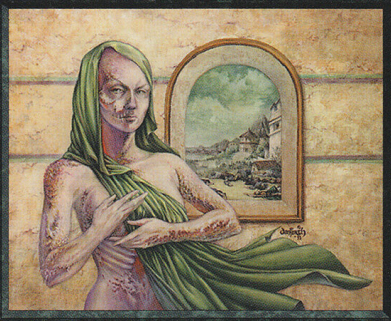


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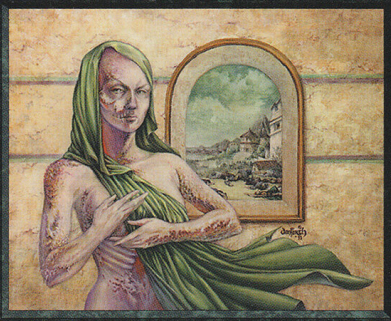


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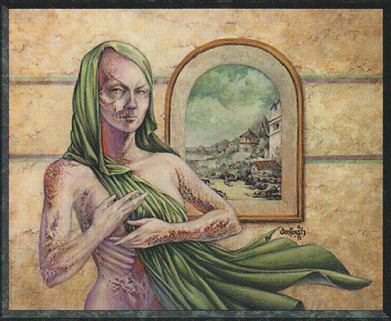


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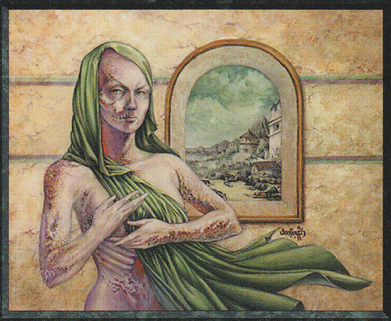


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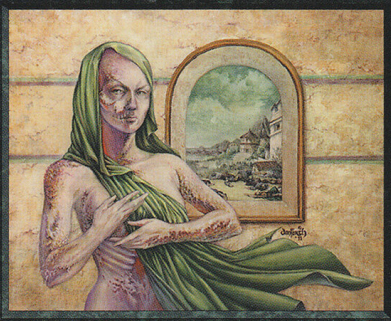


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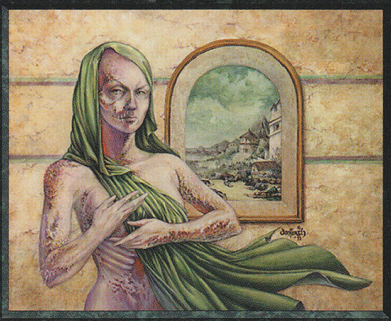


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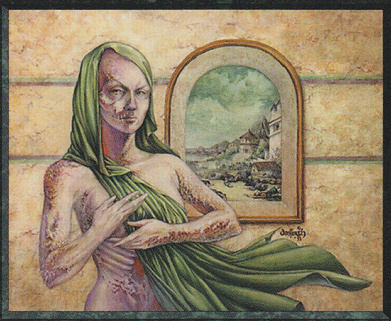


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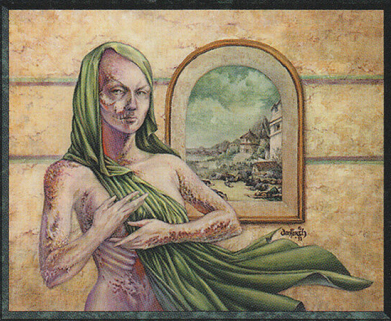


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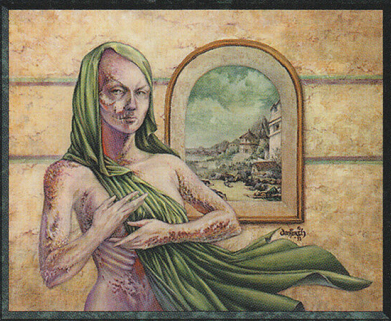


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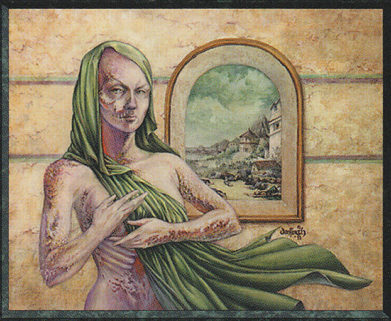


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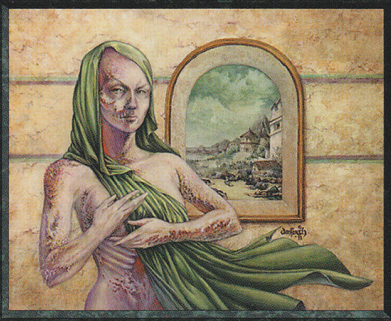


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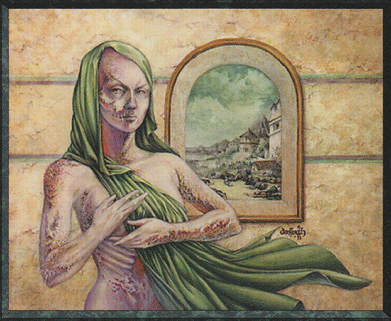


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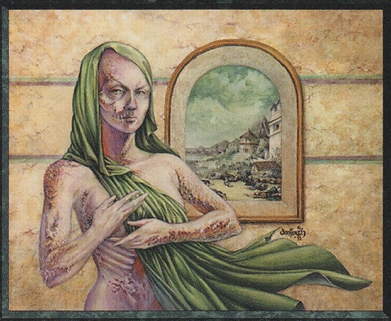


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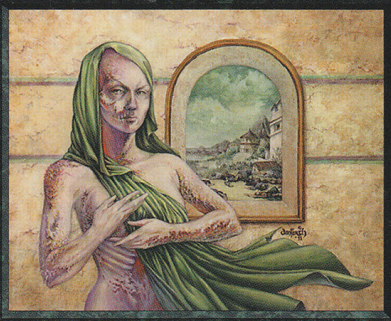


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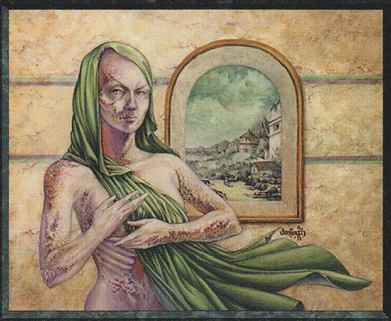


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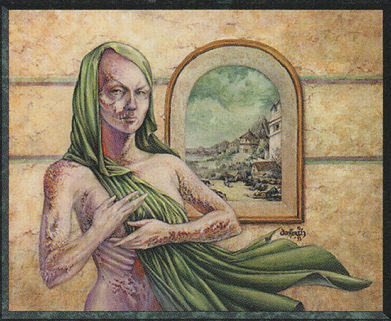


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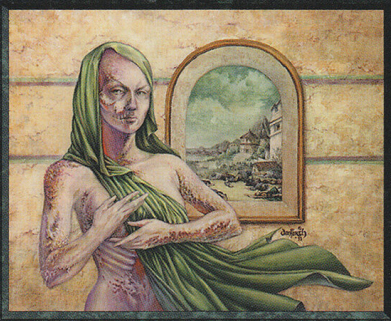


Enchantment

During your upkeep, Lim-Dûl's Hex deals 1 damage to each player. Each player may pay {B} or {3} to prevent the damage to himself or herself.
"The weak shall fall. The strong shall remain."
—Lim-Dûl, the Necromancer

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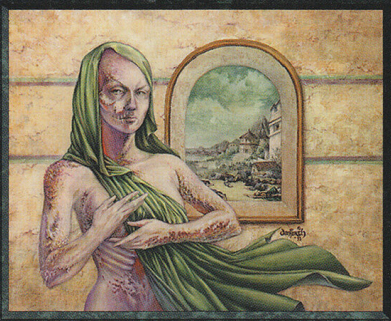


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