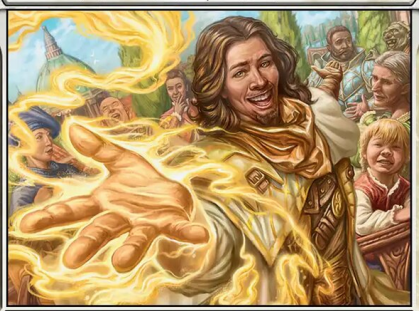
Dack Fayden, Helping Hand {4}{W}{U}{B}



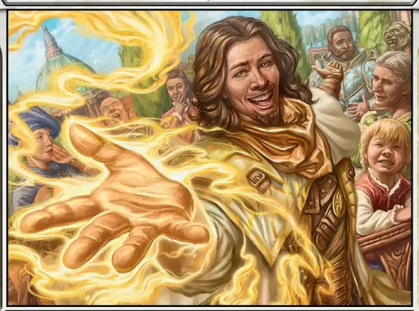
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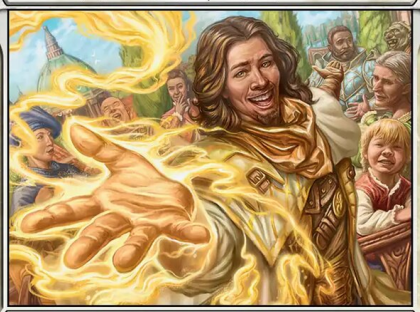
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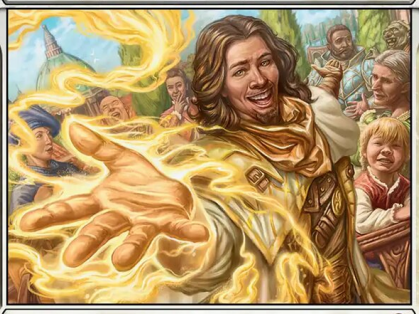
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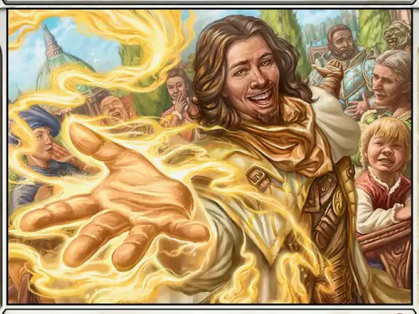
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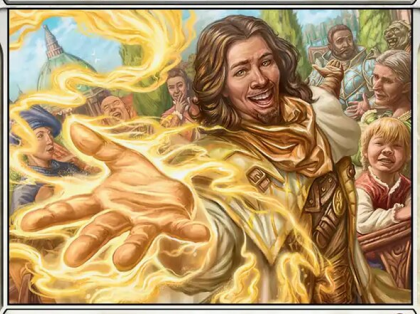
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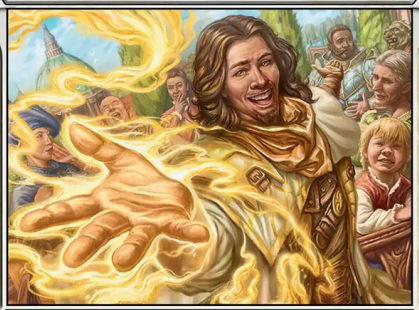
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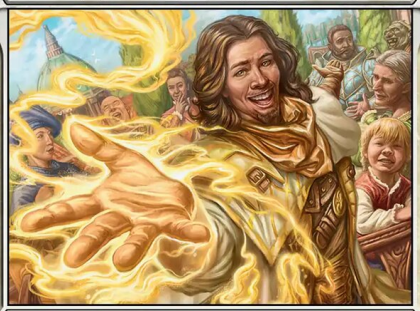
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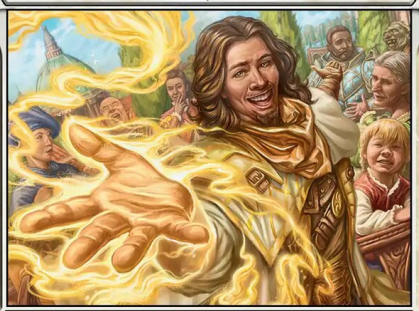
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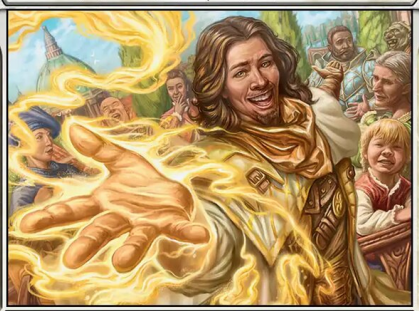
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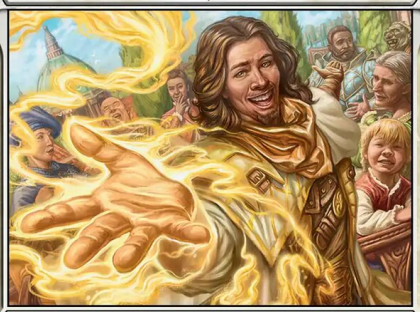
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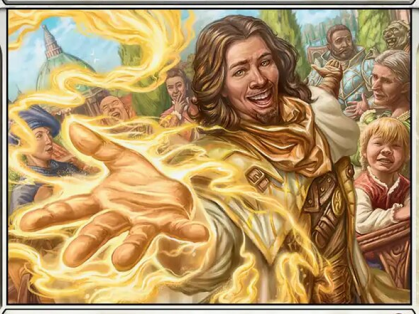
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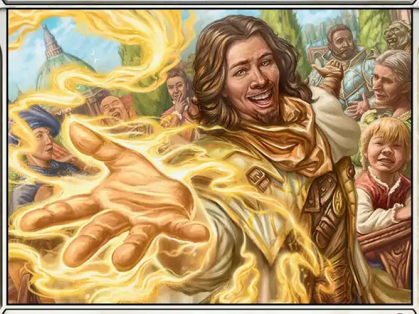
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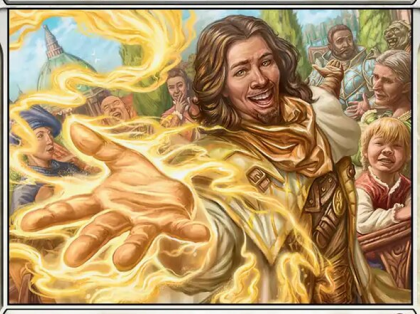
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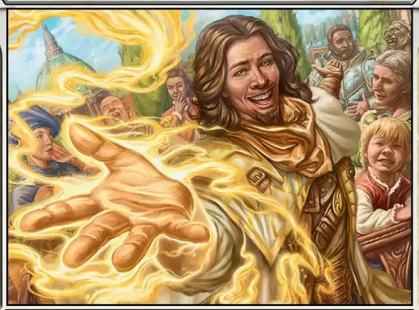
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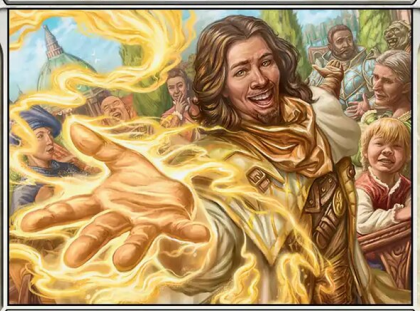
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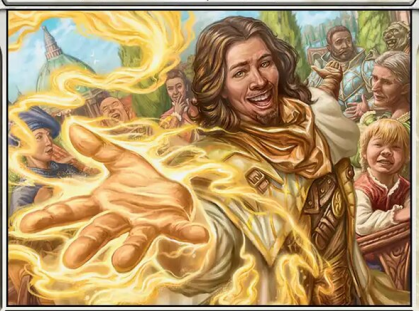
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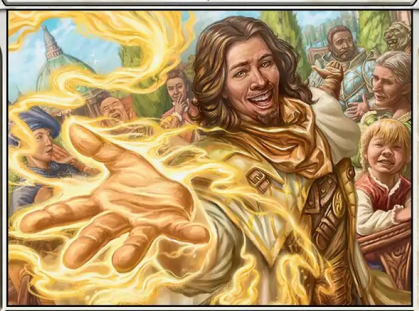
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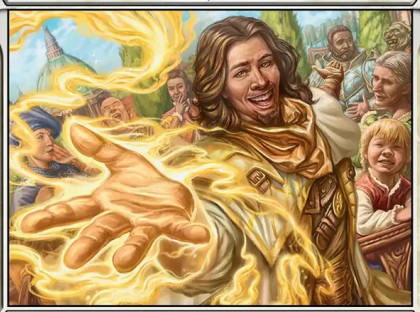
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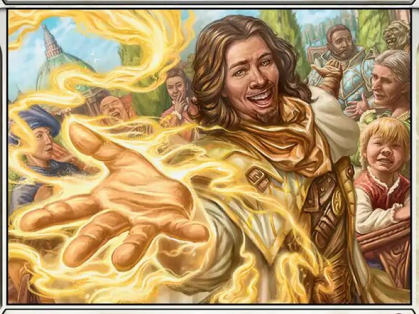
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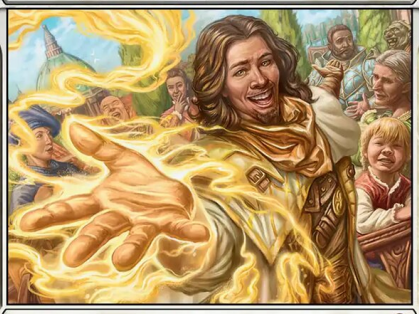
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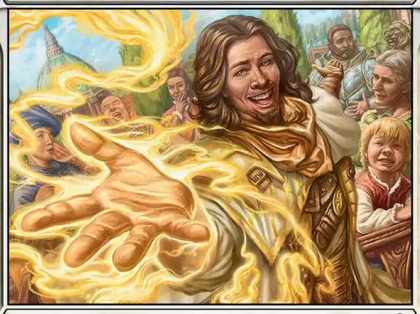
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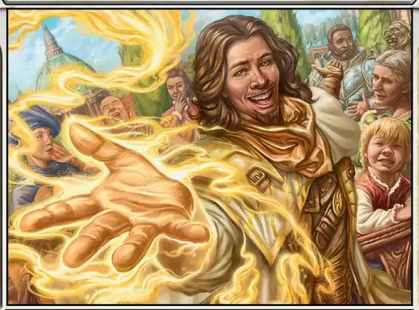
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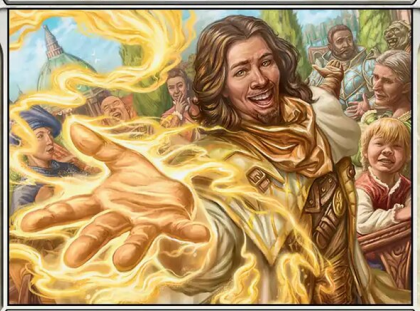
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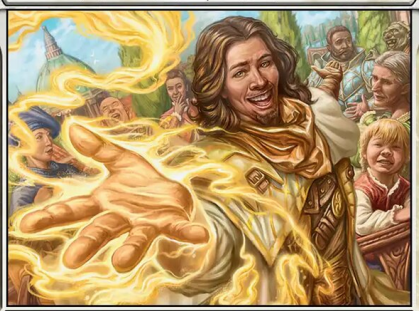
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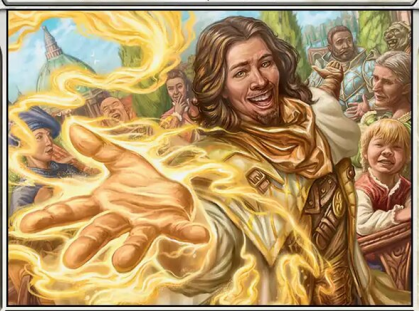
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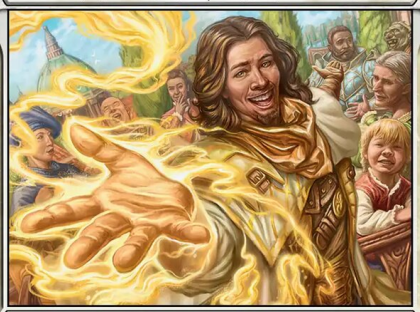
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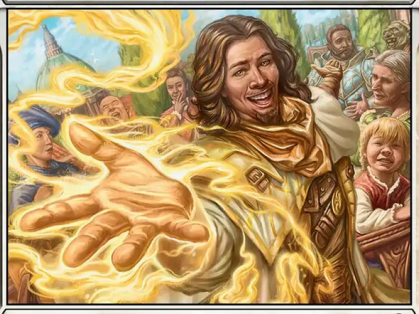
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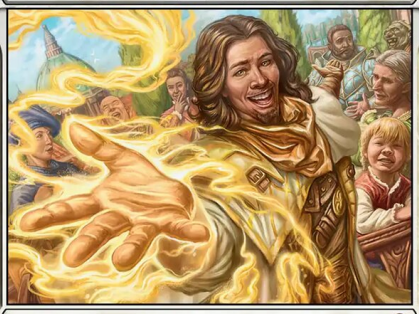
Legendary Creature — Human Advisor

When Dack Fayden enters, reveal cards from the top of your library until you reveal X creature cards, where X is the number of opponents you have. Put those creature cards onto the battlefield, then shuffle. They're goaded for the rest of the game. For each of those permanents, choose a different opponent. Each opponent gains control of the permanent for which they were chosen.

4/6

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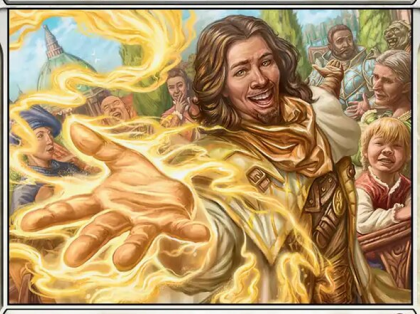
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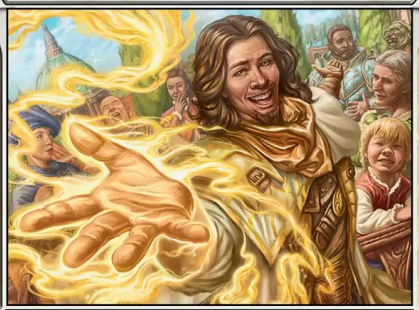
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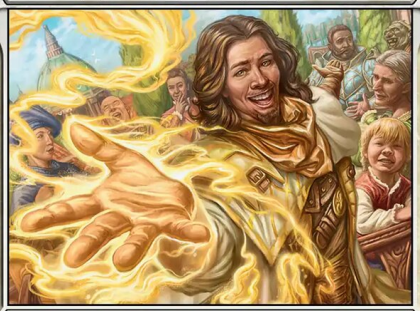
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