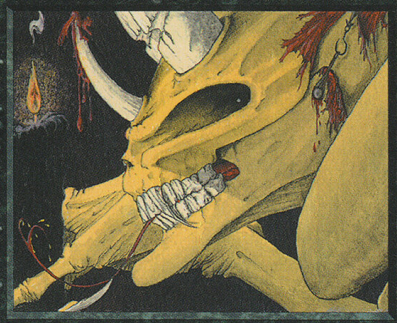
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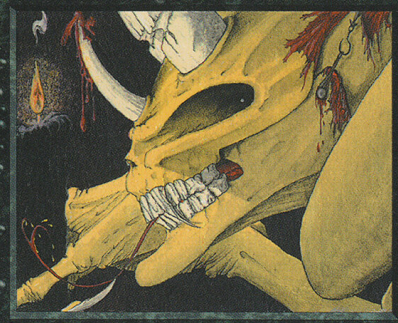


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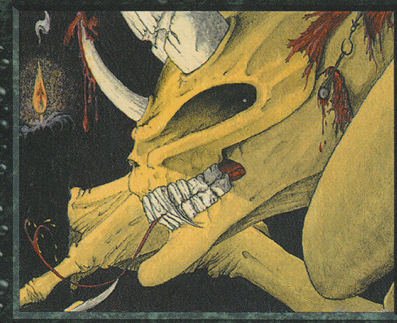


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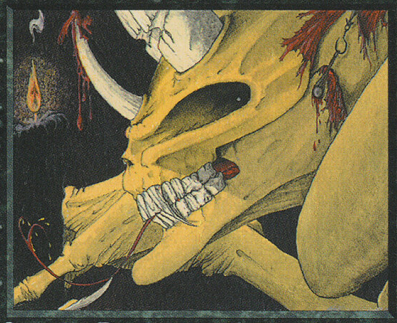


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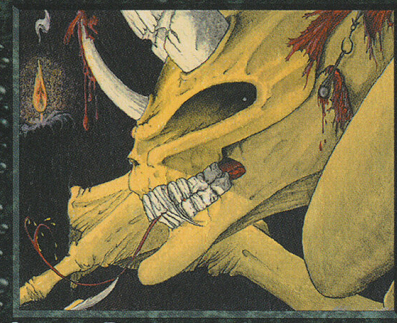


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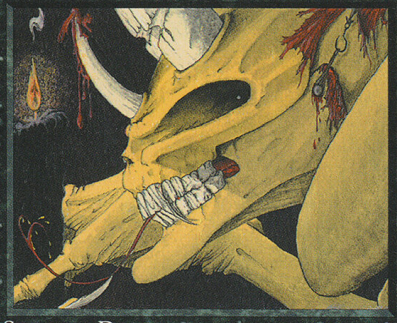


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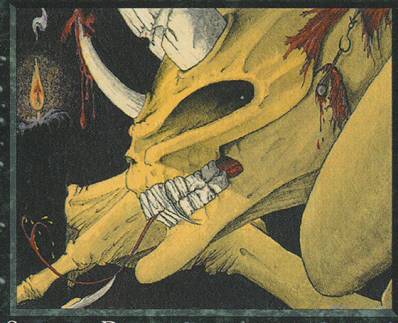


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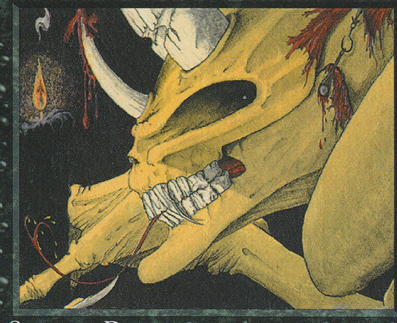


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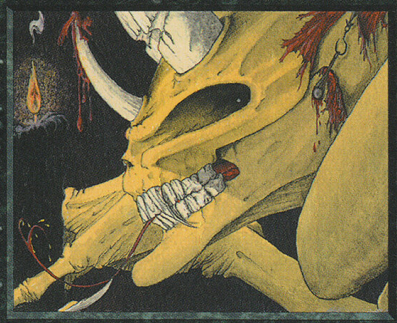


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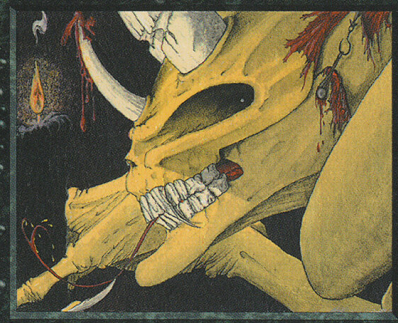


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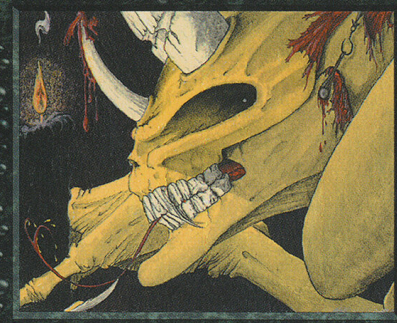


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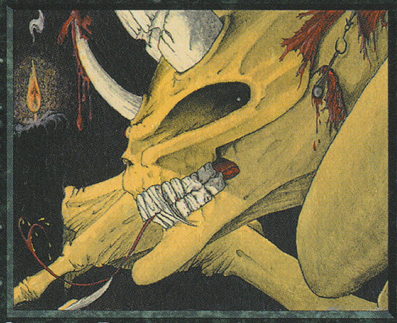


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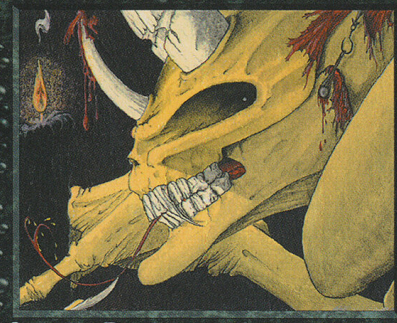


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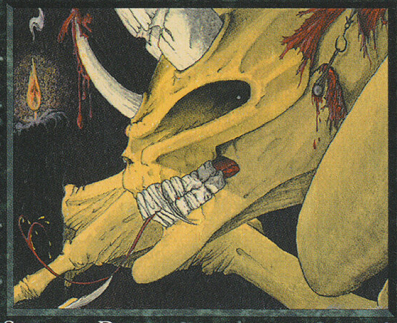


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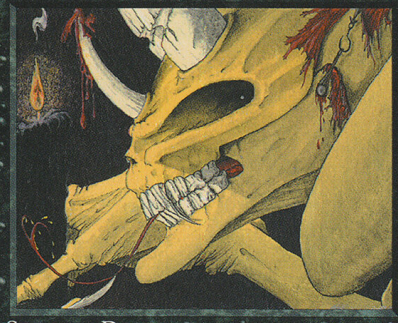


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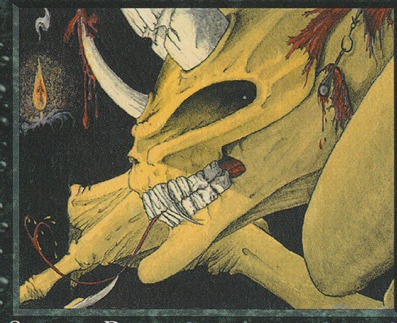


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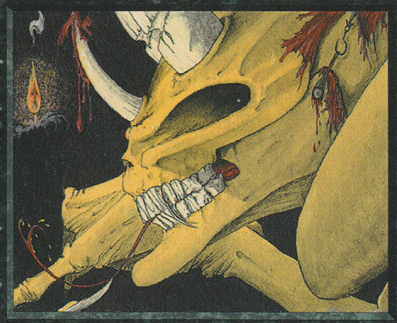


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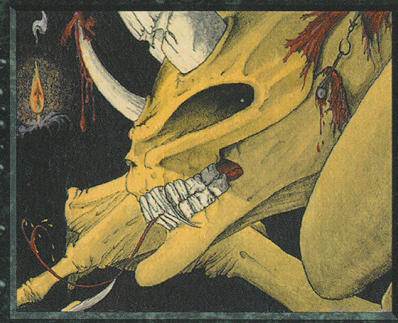


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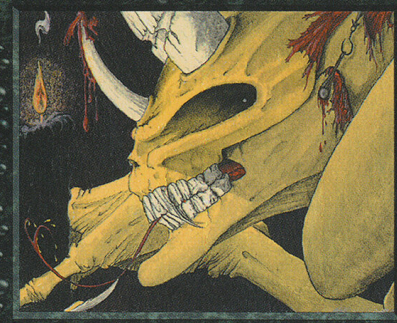


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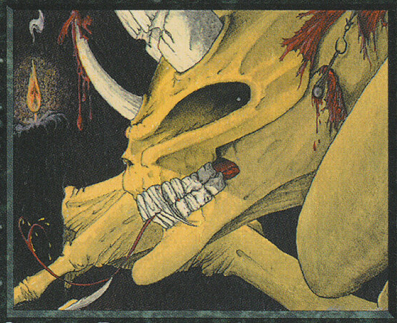


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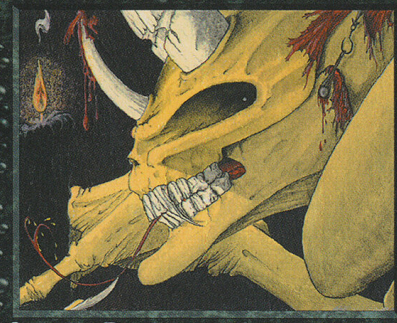


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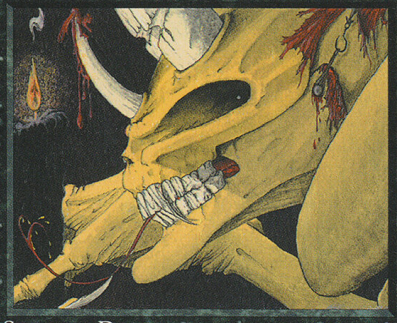


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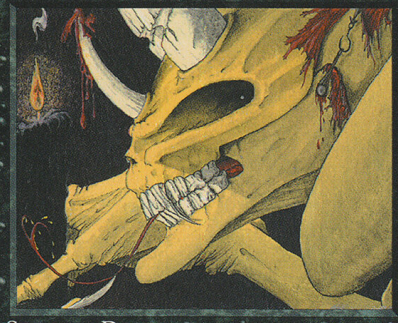


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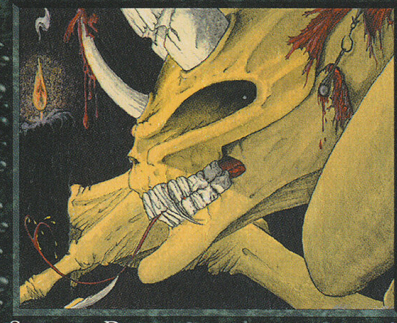


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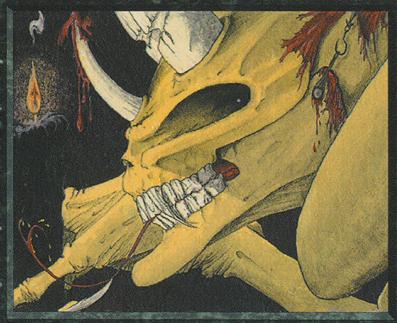


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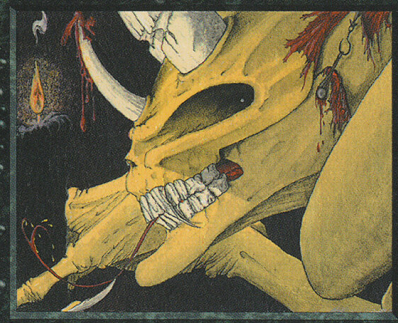


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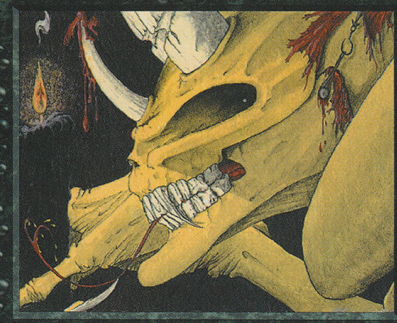


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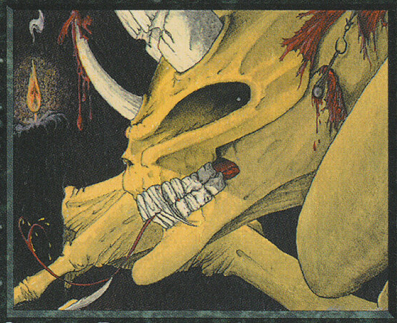


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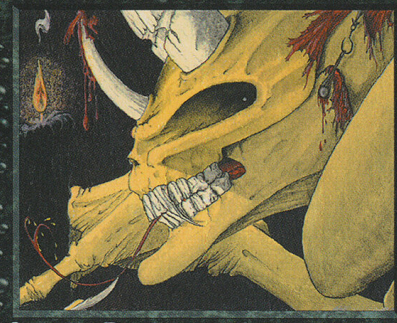


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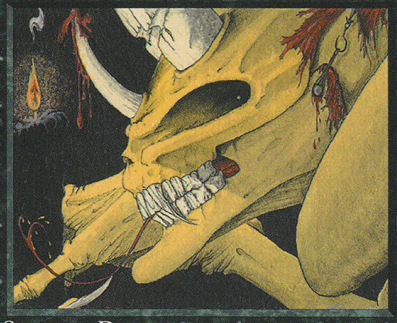


Summon Demon

During your upkeep, pay {B}{B} or Minion of Tevesh Szat deals 2 damage to you.
{T}: Target creature gets +3/–2 until end of turn.
"A minion given over to Tevesh Szat is a stronger minion gained."
—Lim-Dûl, the Necromancer

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Minion of Tevesh Szat {4}{B}{B}{B}

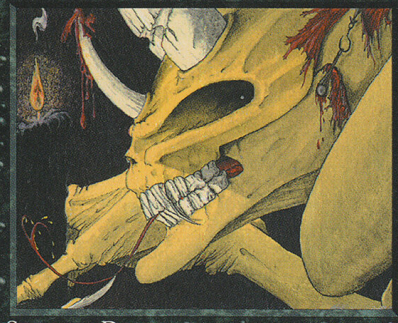


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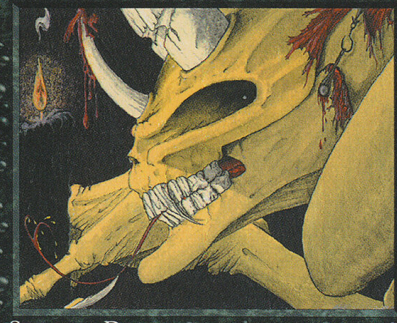


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