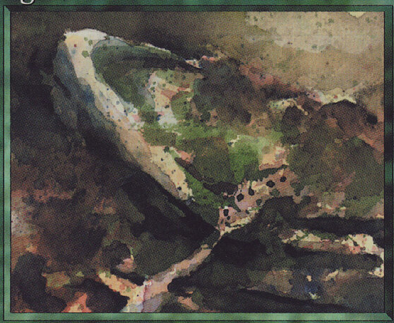
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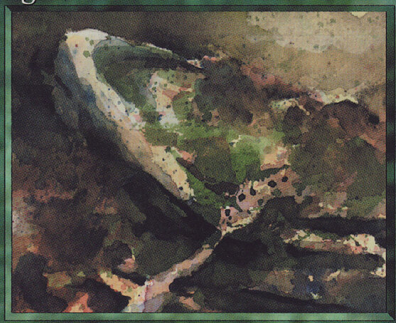


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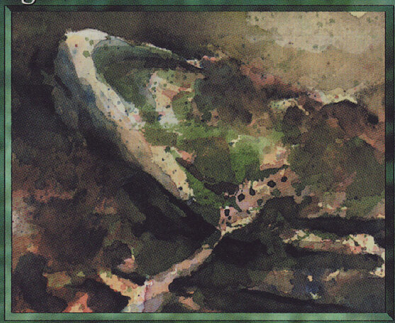


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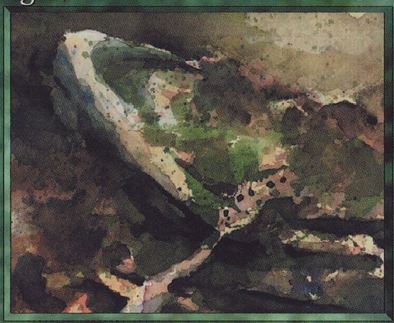


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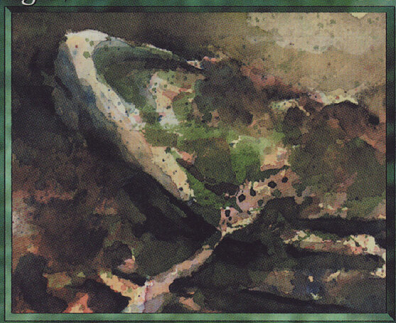


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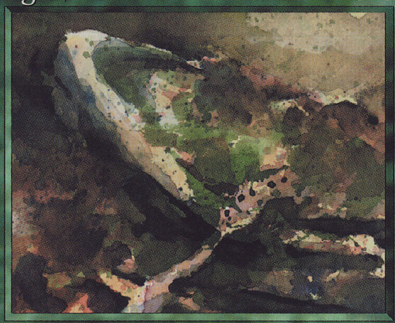


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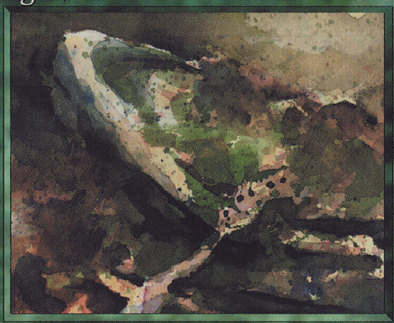


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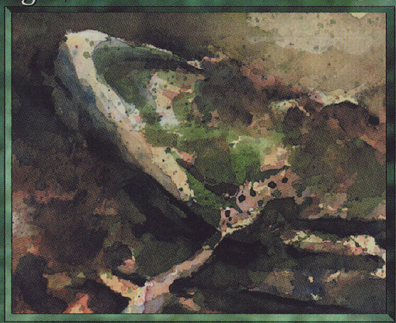


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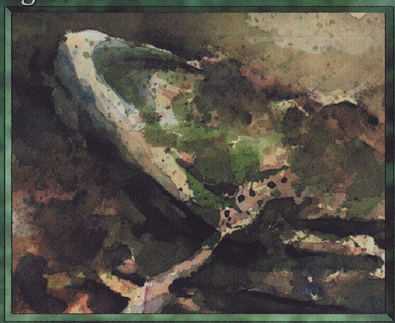


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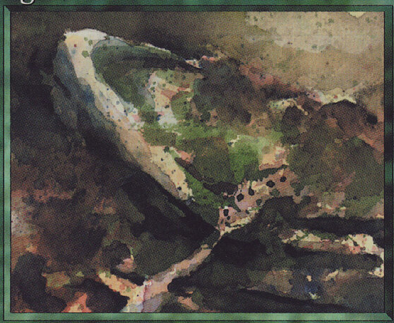


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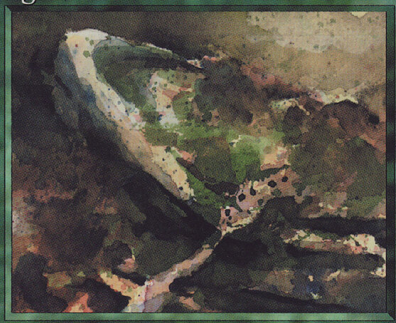


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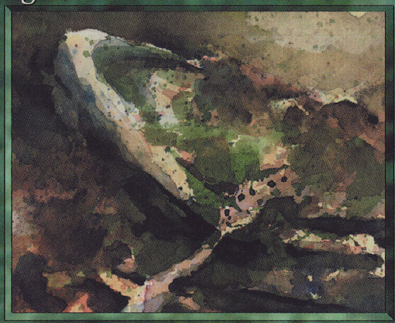


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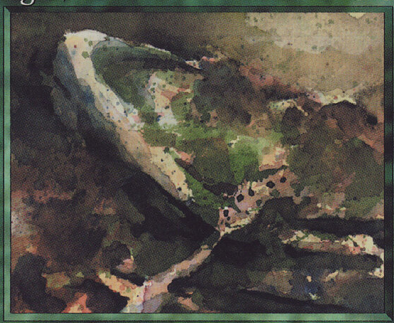


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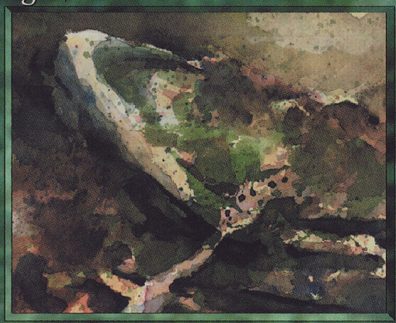


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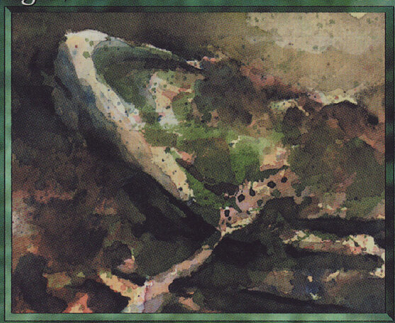


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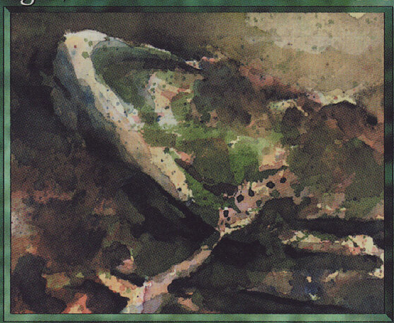


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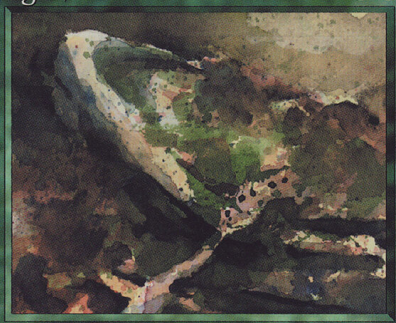


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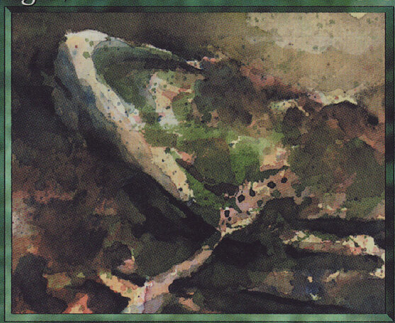


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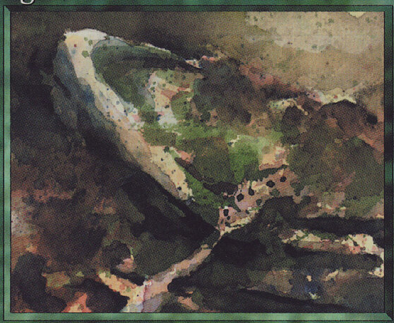


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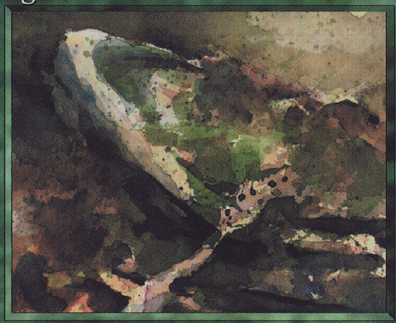


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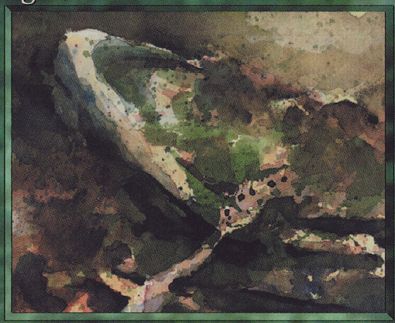


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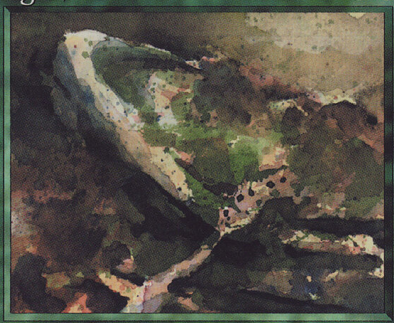


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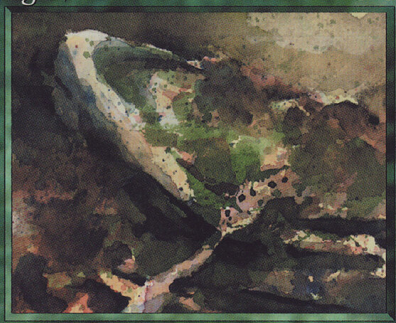


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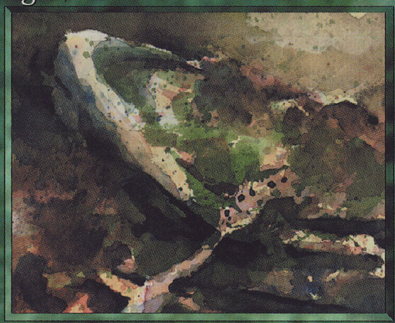


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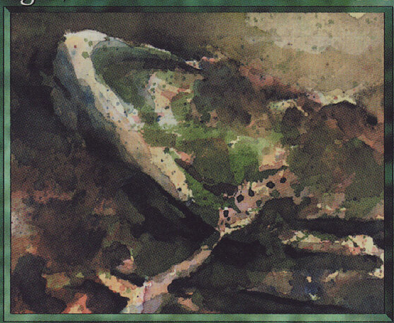


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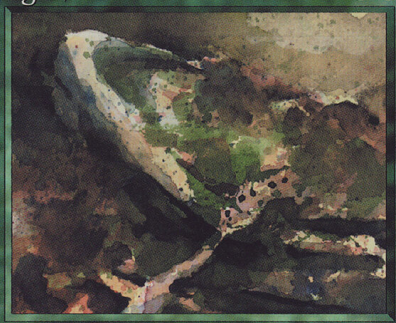


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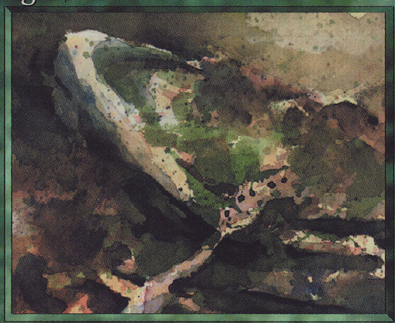


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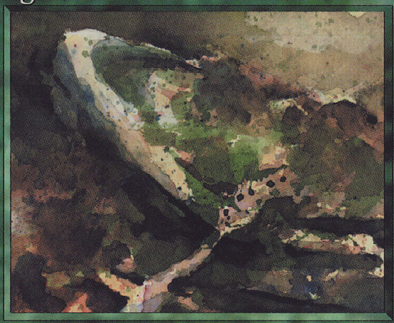


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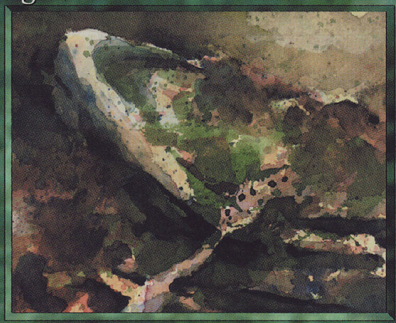


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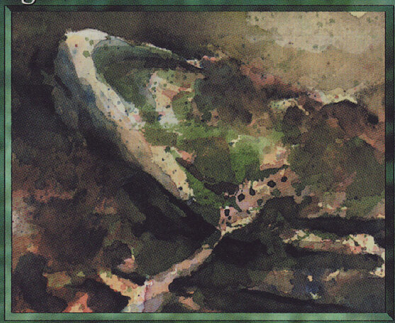


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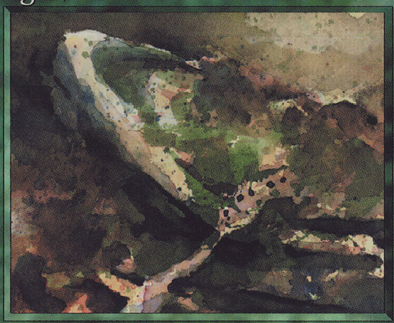


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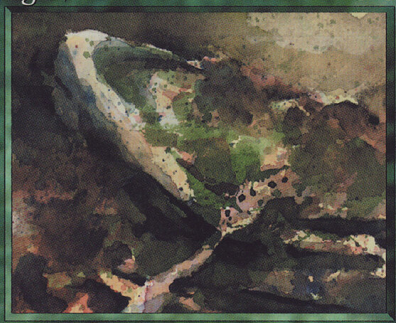


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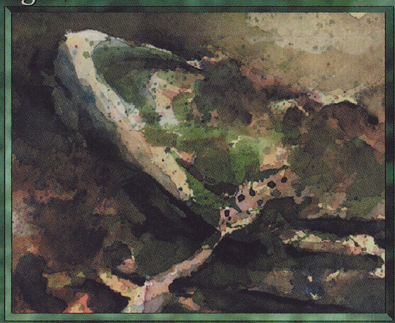


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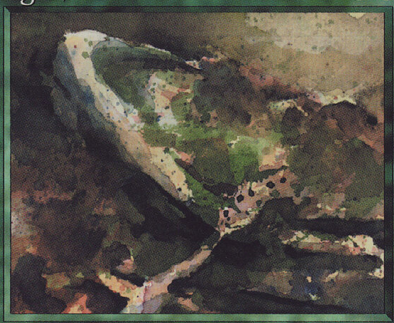


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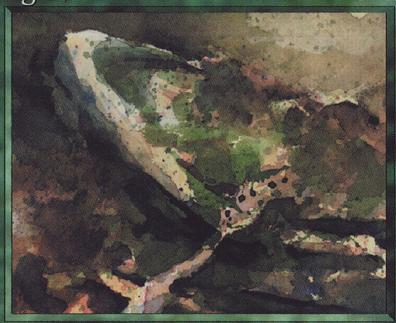


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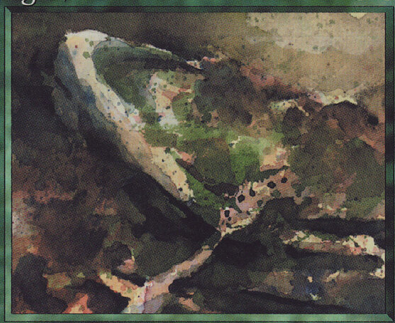


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Night Soil



Enchantment

{1}: Remove two creatures in any graveyard from the game to put a Saproling token into play. Treat this token as a 1/1 green creature.
"There were often more Thallids after a battle than before."
—Sarpadian Empires, vol. III

Illus. Drew Tucker
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