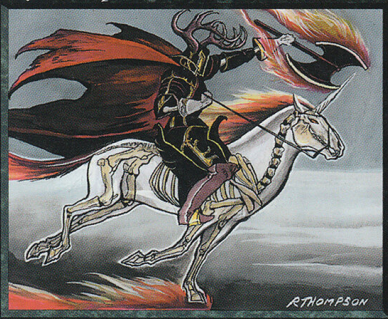
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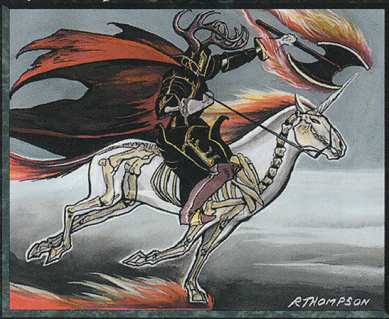


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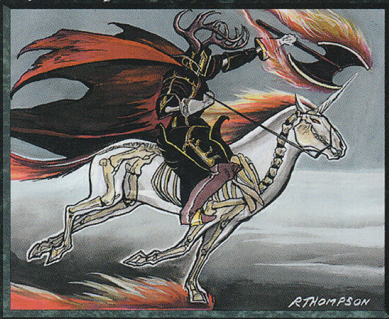


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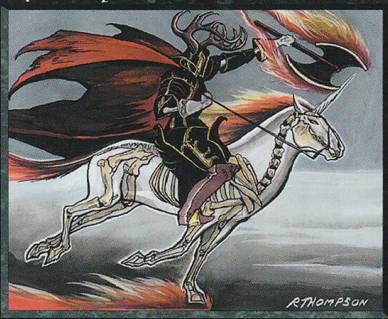


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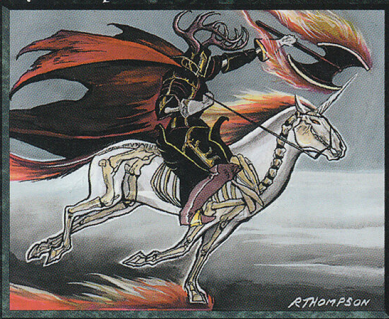


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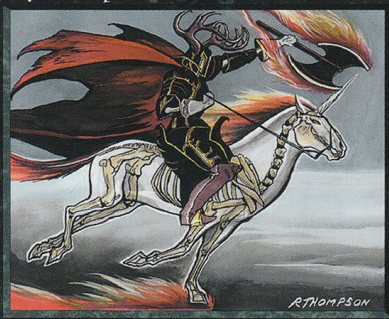


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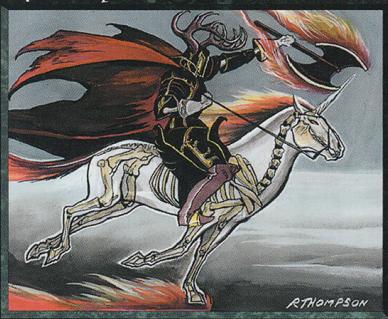


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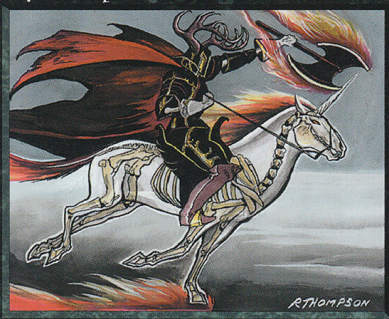


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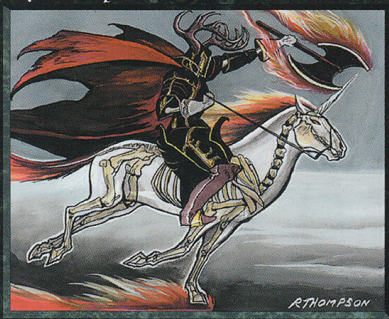


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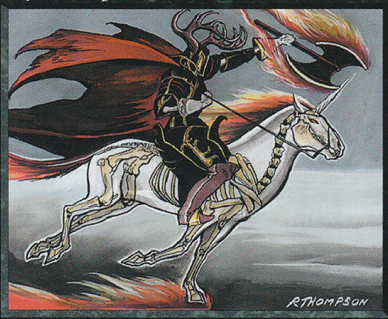


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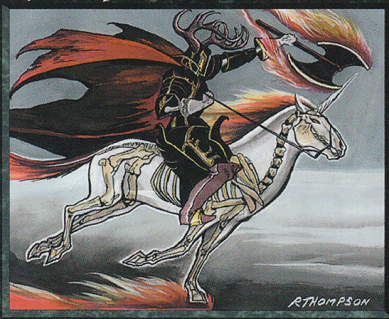


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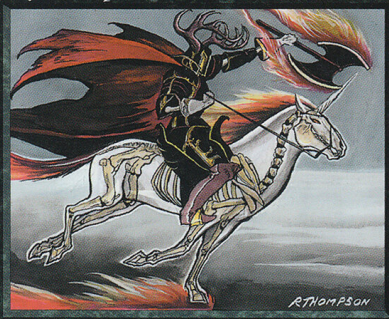


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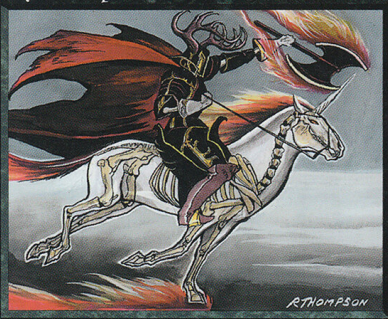


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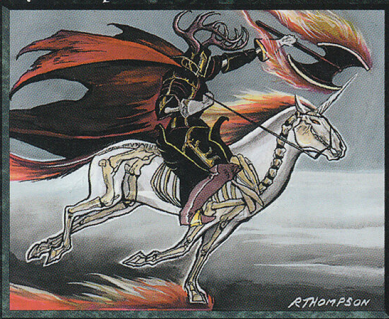


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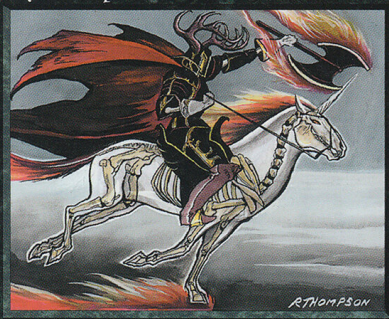


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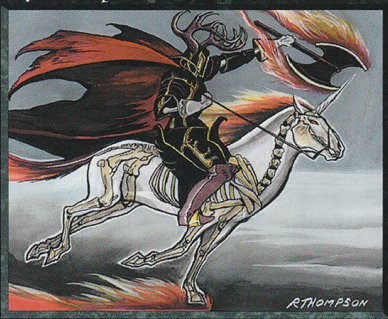


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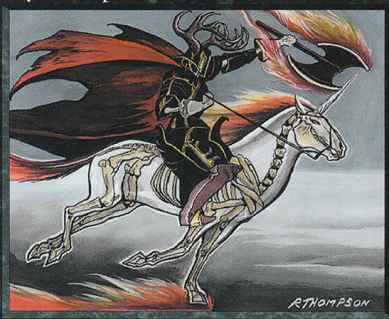


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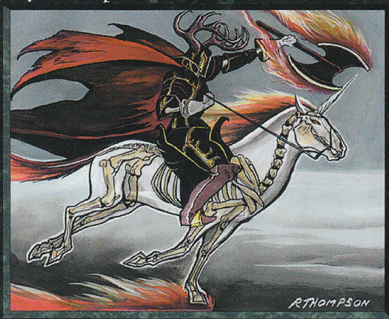


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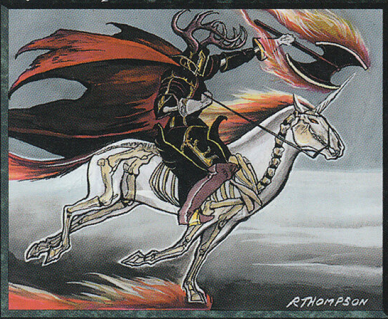


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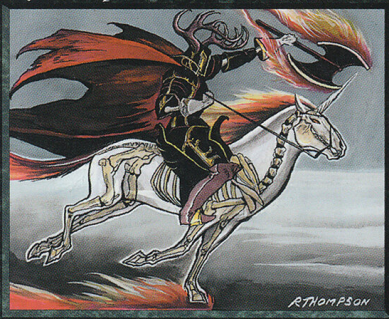


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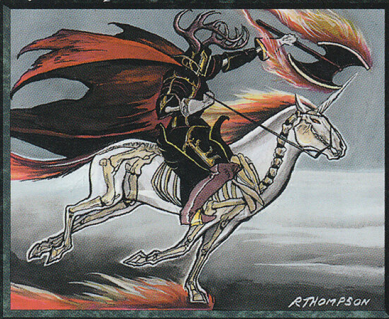


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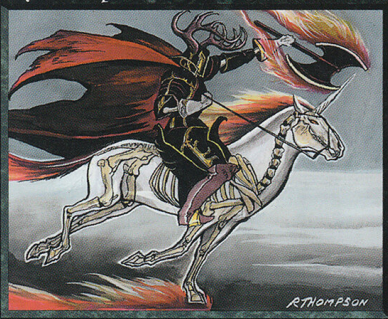


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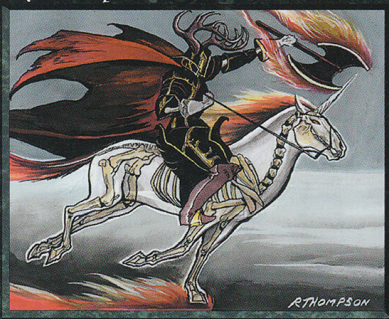


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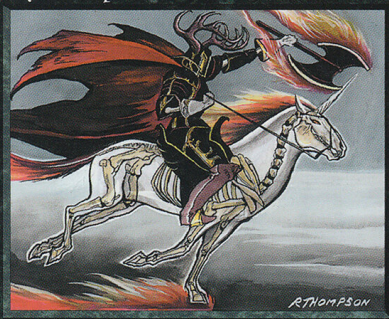


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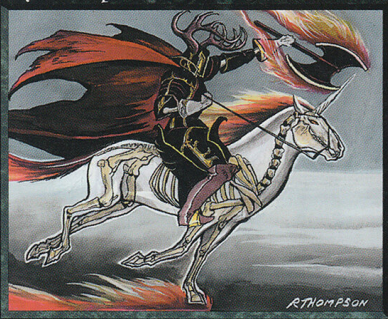


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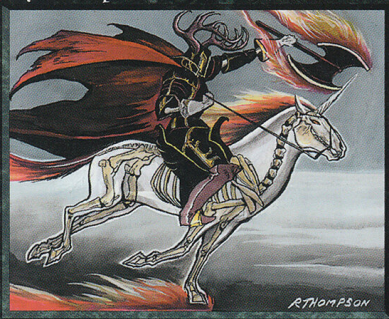


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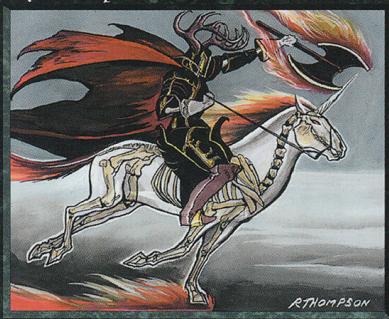


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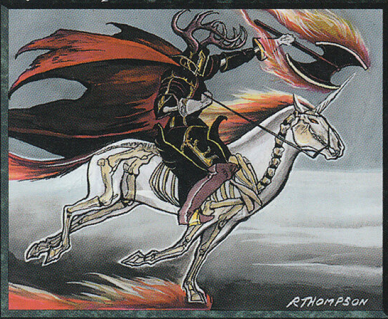


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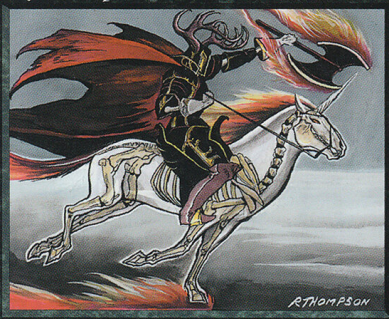


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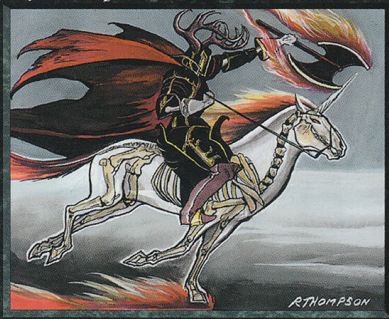


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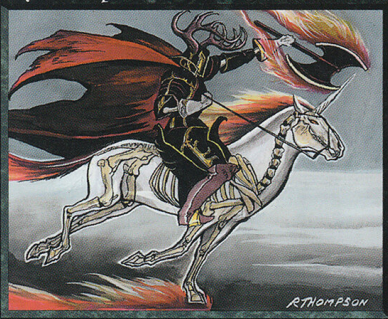


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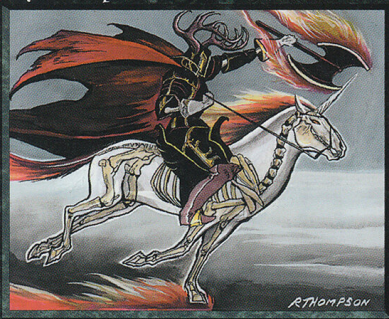


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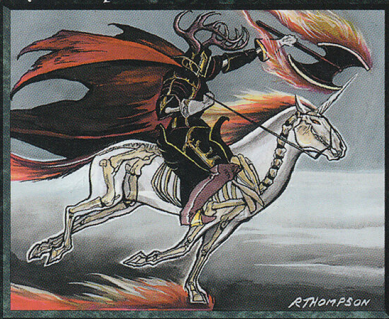


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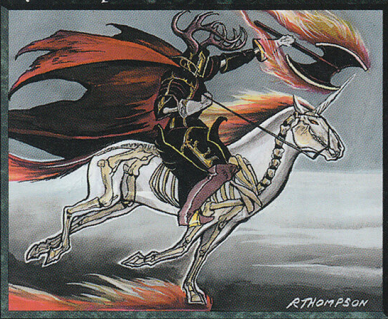


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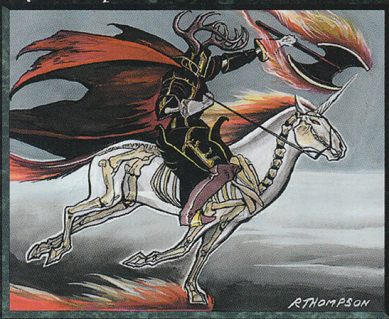


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Flying
Whenever Abyssal Specter damages any player, that player chooses and discards a card from his or her hand. Ignore this ability if the player has no cards in hand.
"Open the gates, and bid them enter."
—Lim-Dûl, the Necromancer

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Abyssal Specter 2BB

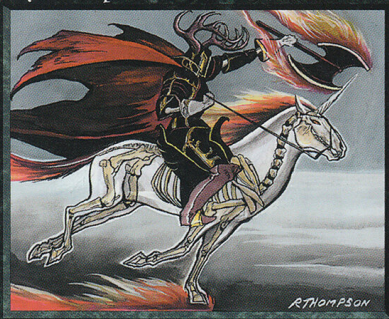


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