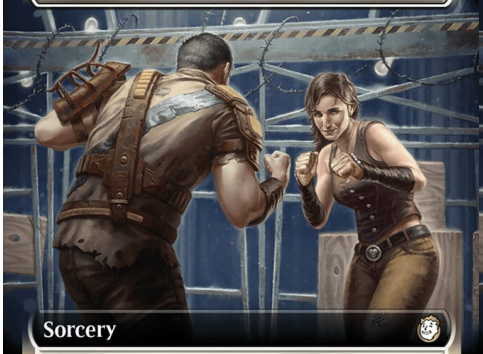
Single Combat



Sorcery

Each player chooses a creature or planeswalker they control, then sacrifices the rest. Players can't cast creature or planeswalker spells until the end of your next turn.

Some fight to destroy their enemies. Some fight to destroy themselves.

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