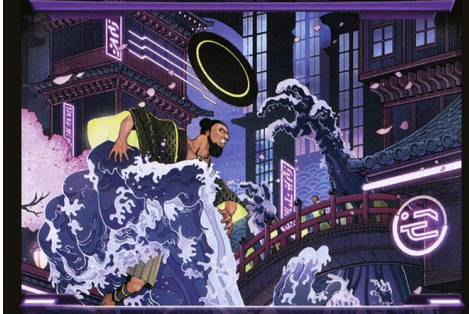
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Sorcery

Target opponent sacrifices a creature. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

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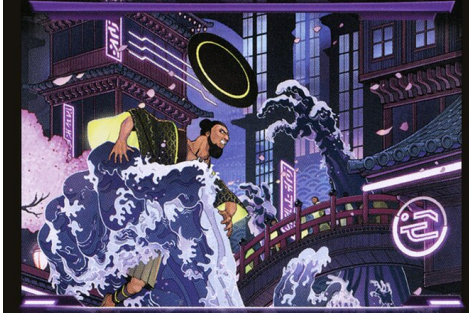
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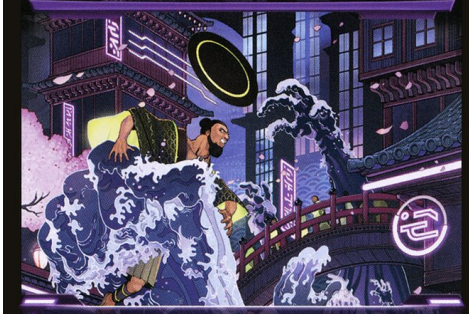
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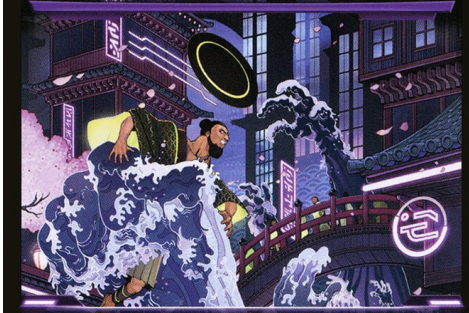
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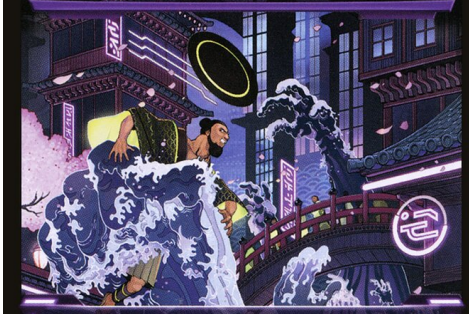
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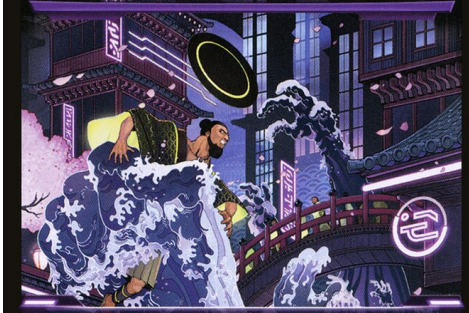
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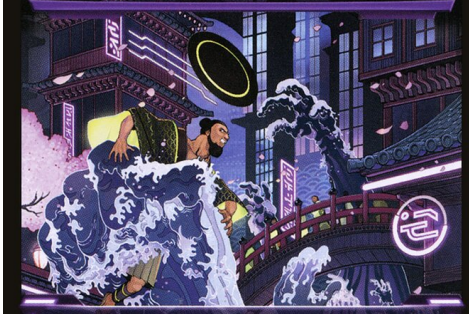
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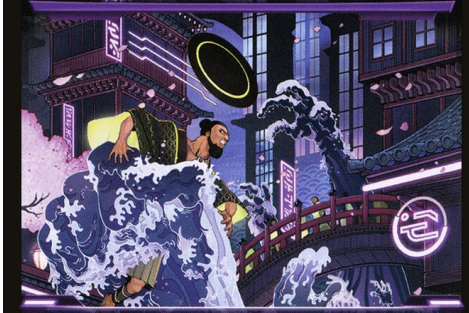
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