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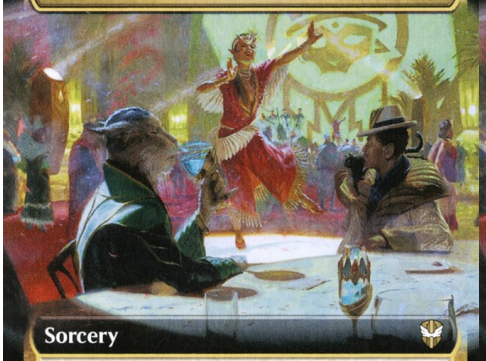

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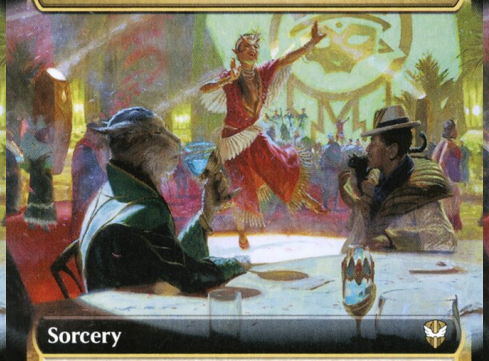

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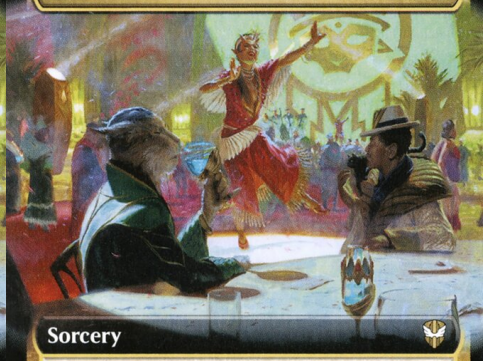

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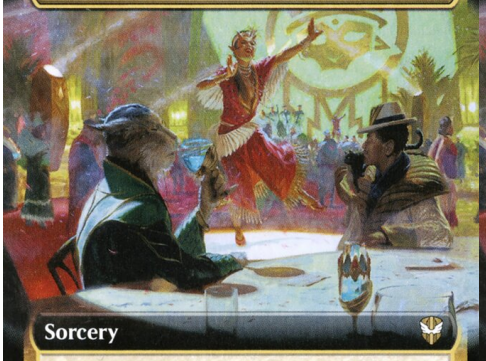

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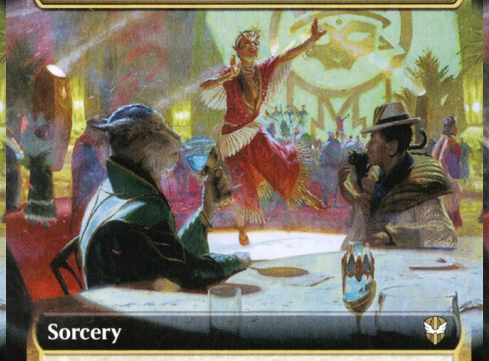

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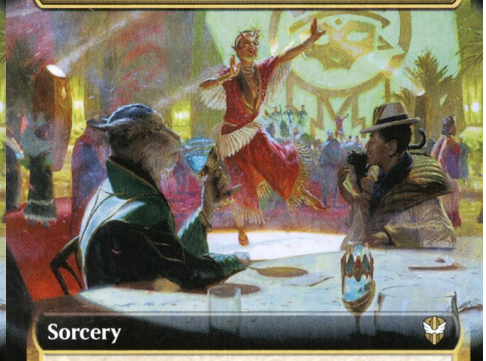

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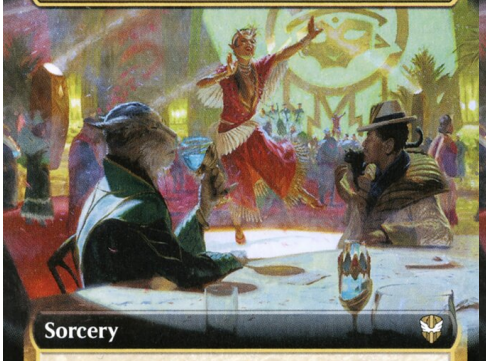

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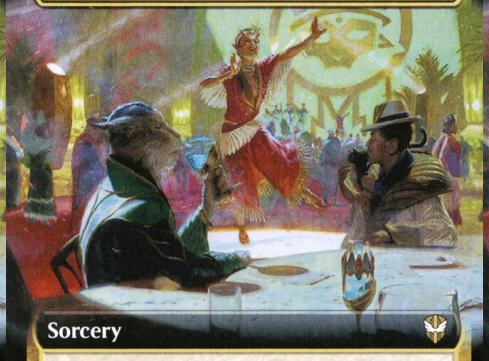

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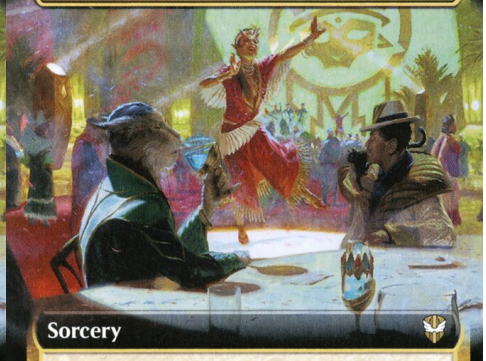

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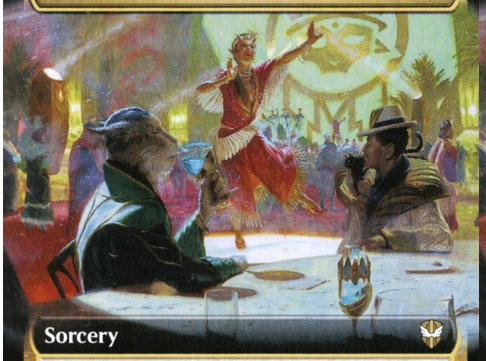

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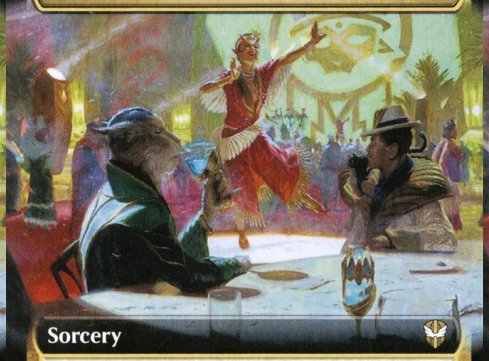

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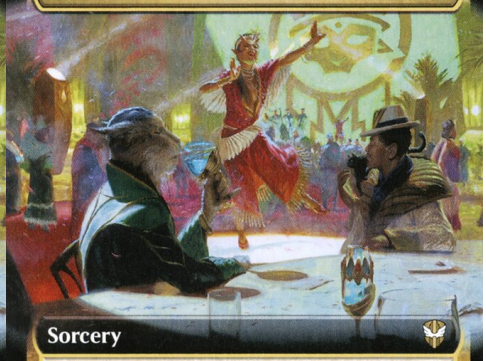

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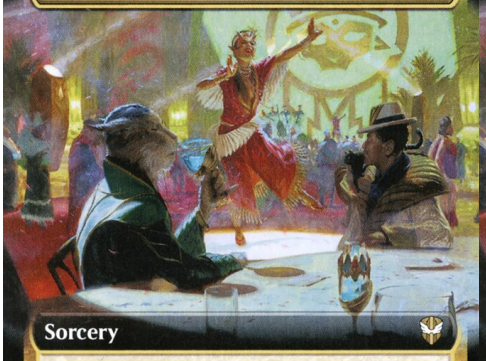

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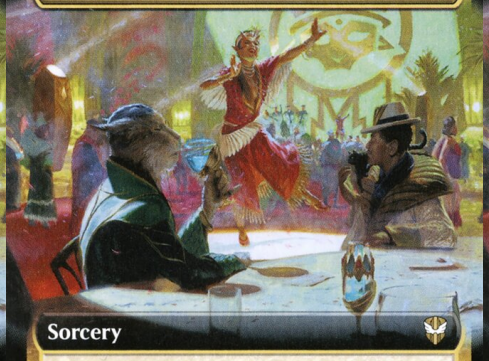

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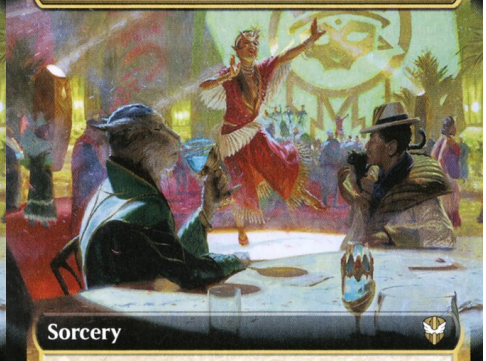

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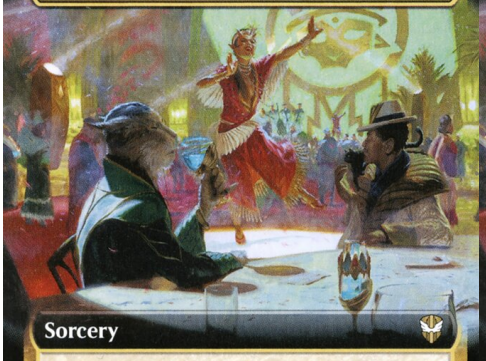

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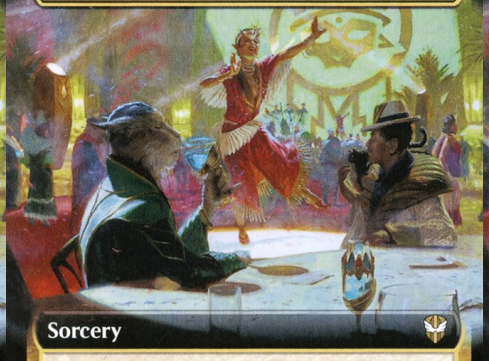

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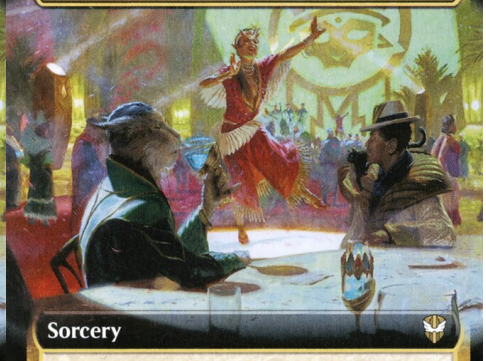

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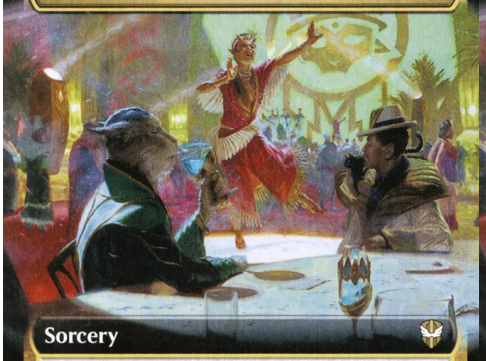

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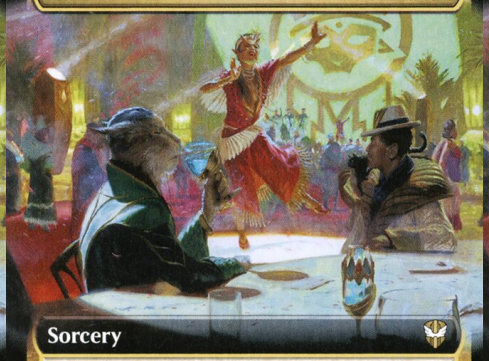

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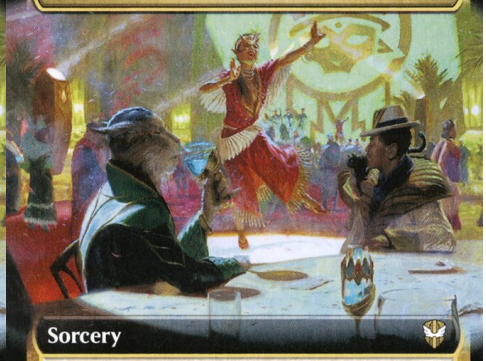

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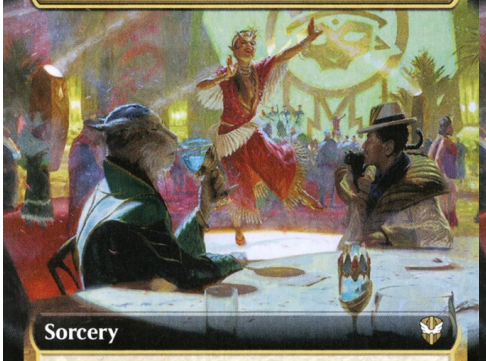

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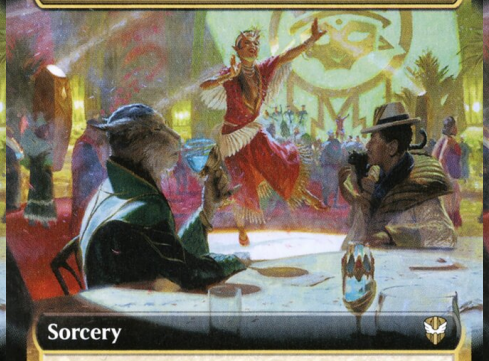

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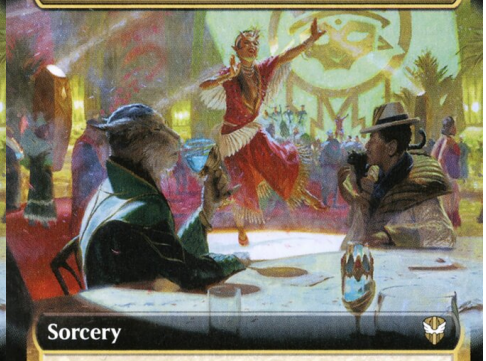

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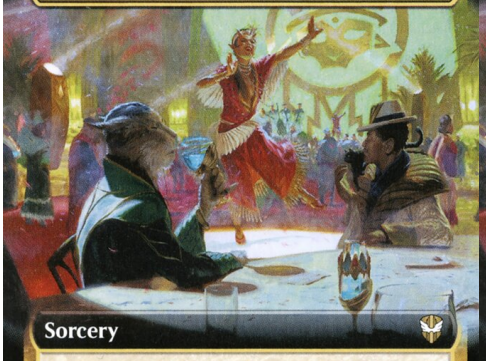

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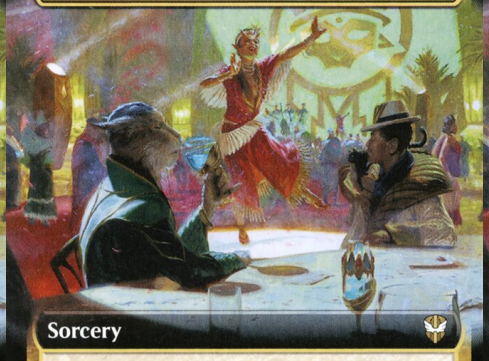

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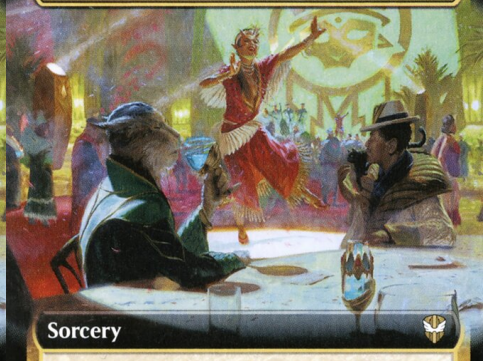

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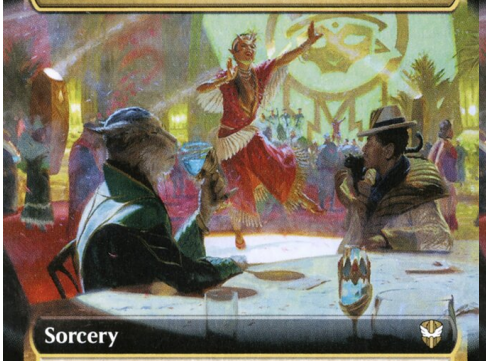

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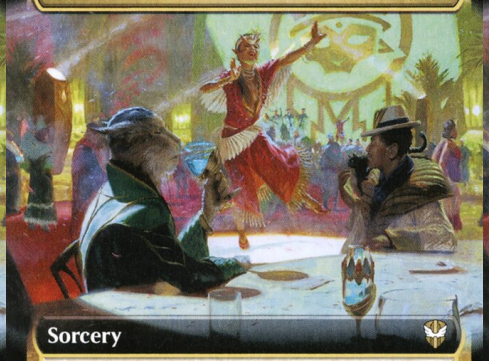

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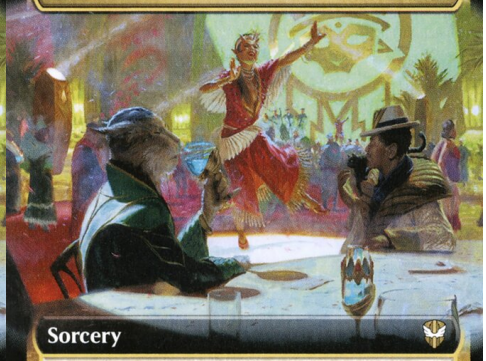

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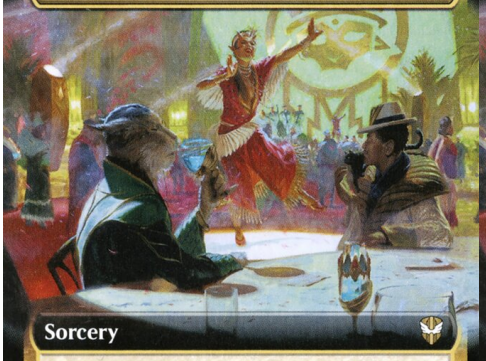

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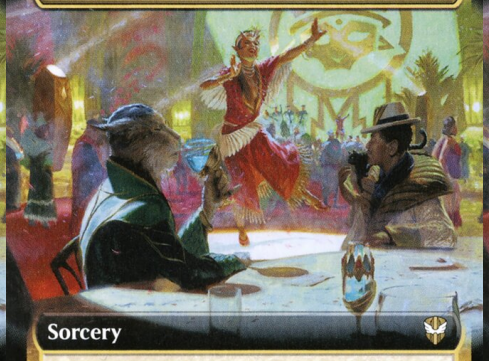

Sorcery

Choose three. You may choose the same mode more than once.
- Create a token that's a copy of target creature you control. It gains haste. Sacrifice it at the beginning of the next end step.
- Exile target artifact or enchantment.
- Creatures target player controls get +1/+1 and gain first strike until end of turn.

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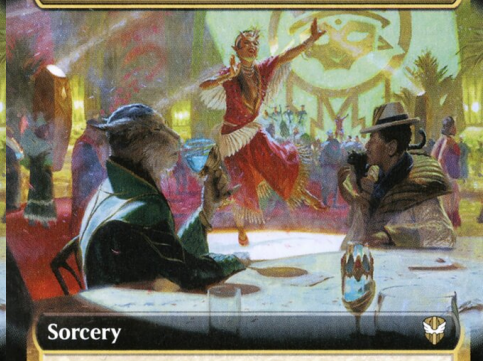

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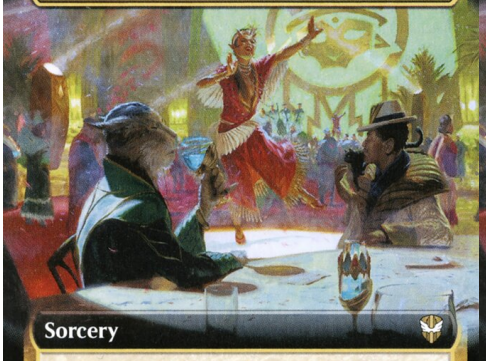

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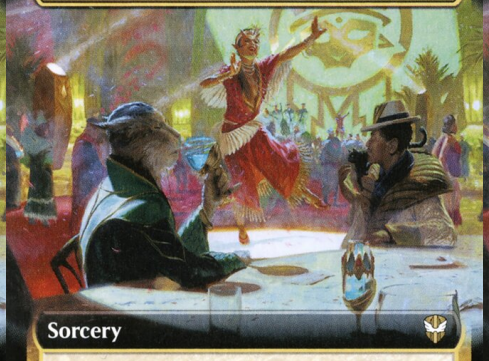

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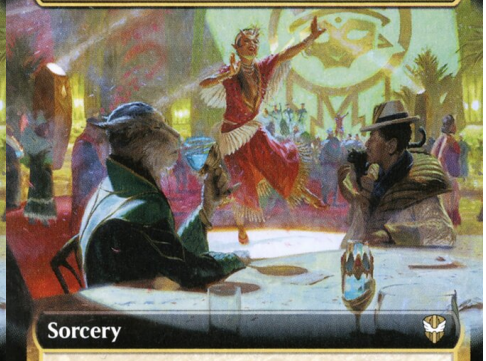

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