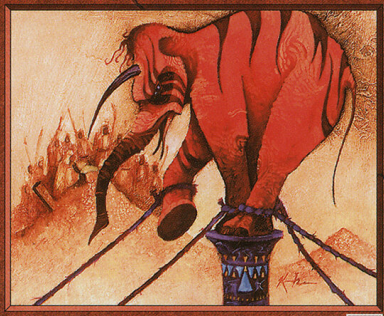
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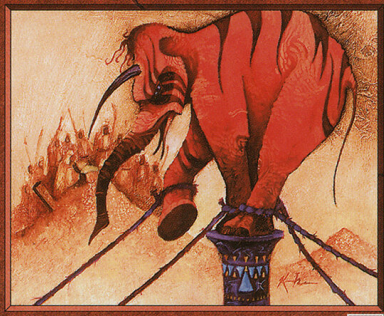
Sorcery

Choose target creature. Each player may bid life for control of that creature. You begin the bidding at 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature.

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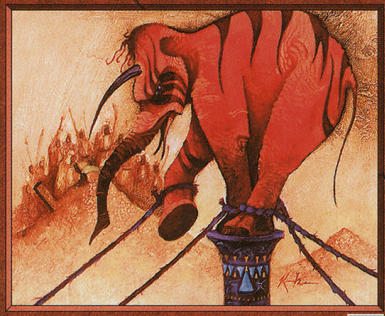
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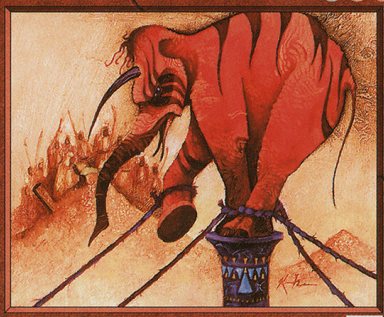
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