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Sorcery

Choose two target creatures controlled by an opponent. Bury one of those creatures, and put a –1/–1 counter on the other. That opponent chooses which creature is buried.

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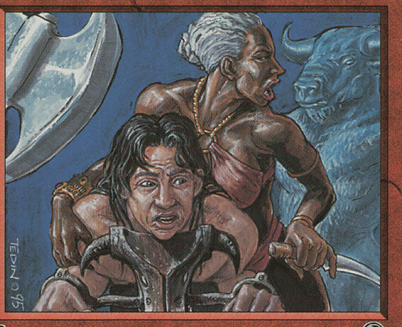
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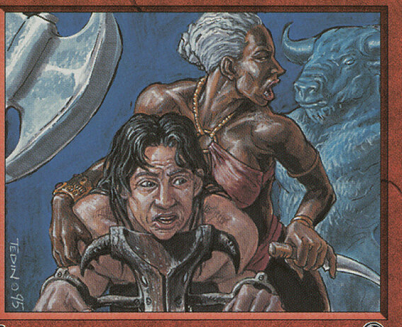
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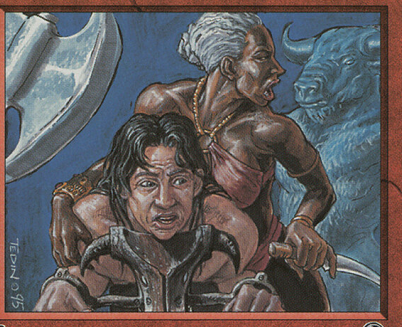
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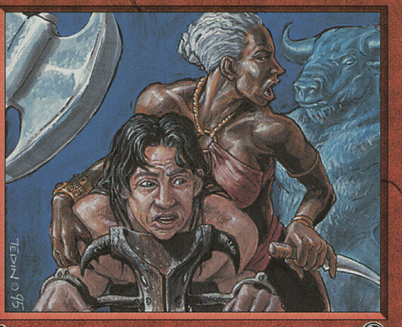
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