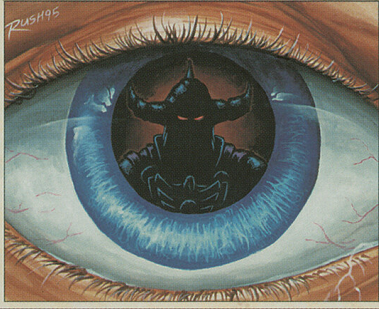


# Prophecy



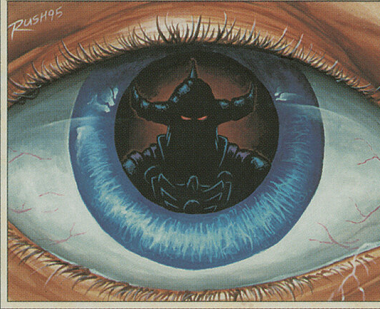
## Sorcery



Reveal the top card of target opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his or her library. Draw a card at the beginning of the next turn's upkeep.

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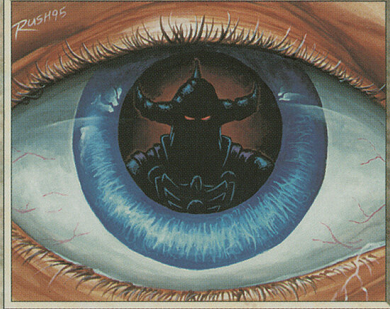
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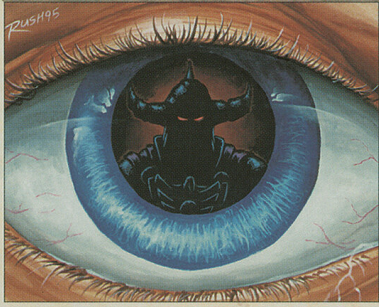
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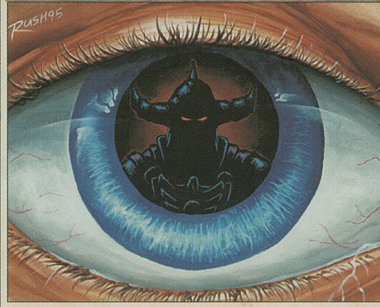
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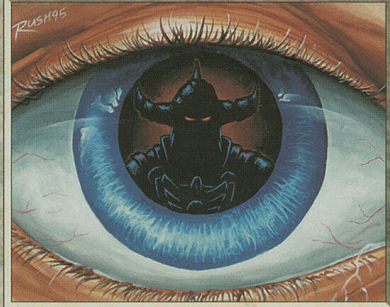
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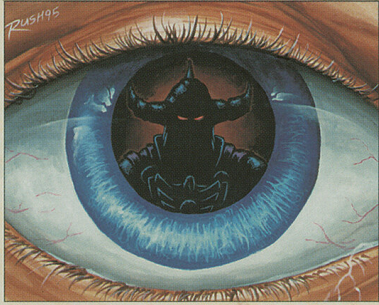
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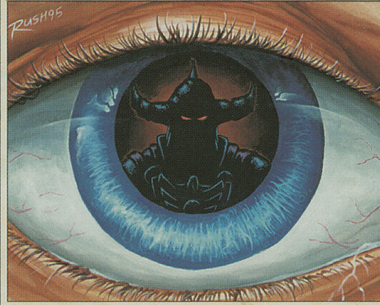
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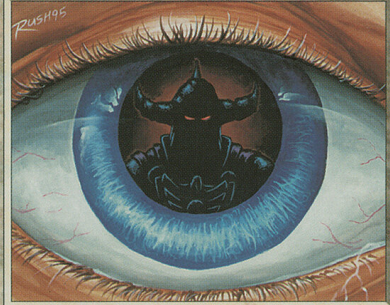
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