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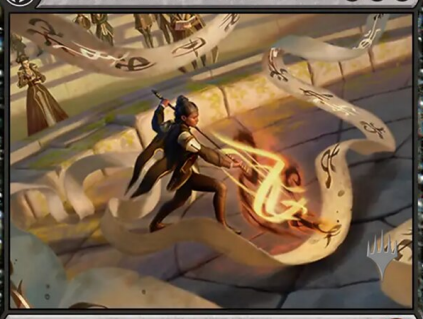

Sorcery — Lesson

Target player draws two cards and loses 2 life.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

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