Pox



Sorcery

Each player loses 1/3 of his or her life; then chooses and discards 1/3 of the cards in his or her hand; then sacrifices 1/3 of the creatures he or she controls; and finally sacrifices 1/3 of the lands he or she controls. Round each loss up. Effects that prevent or redirect damage cannot be used to counter this loss of life.

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