Flesh {3}{B}{G}



Sorcery

Exile target creature card from a graveyard. Put X +1/+1 counters on target creature, where X is the power of the card you exiled.

Blood {R}{G}



Sorcery

Target creature you control deals damage equal to its power to target creature or player.

Fuse *(You may cast one or both halves of this card from your hand.)*

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