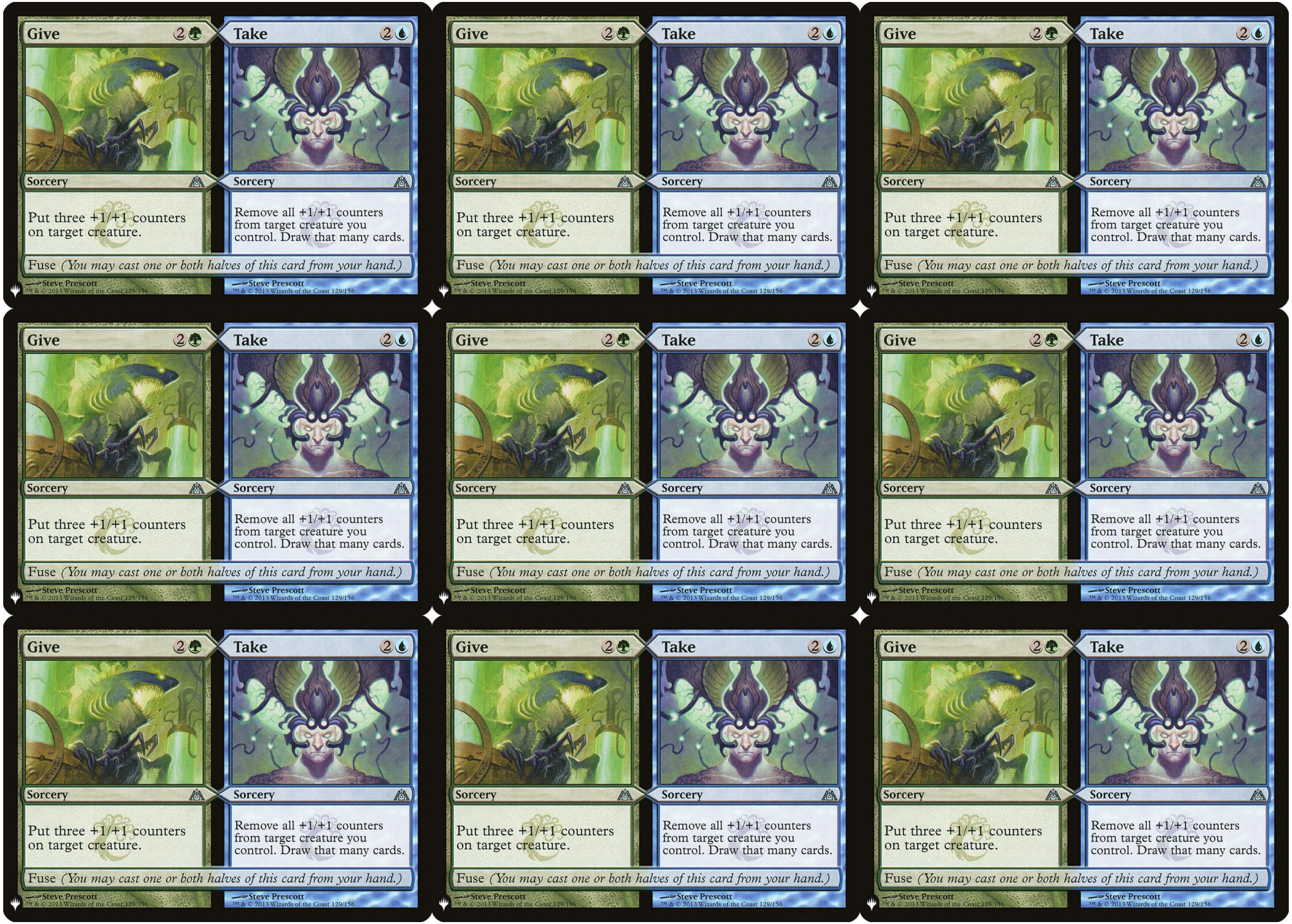
Give
Take
Sorcery
Put three +1/+1 counters on target creature.
Remove all +1/+1 counters from target creature you control. Draw that many cards.
Fuse (You may cast one or both halves of this card from your hand.)
Steve Prescott
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