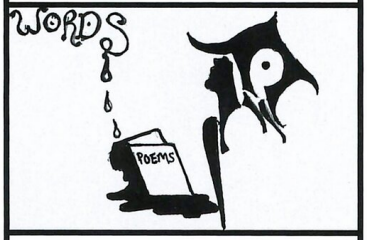
Blood Poet ②



Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

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