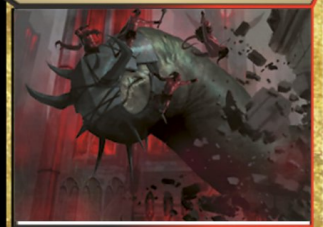
Breaking



Sorcery

Target player puts the top eight cards of his or her library into his or her graveyard.

Entering



Sorcery

Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn.

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

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