Go for Blood

{1}{R}



Sorcery

Target creature you control fights target creature you don't control. *(Each deals damage equal to its power to the other.)*

Cycling {1} *({1}, Discard this card: Draw a card.)*

Lukka's bond provided not only friendship, but also the most powerful weapon in his arsenal.

540 C
J22 • EN Chris Rallis

™ & © 2022 Wizards of the Coast