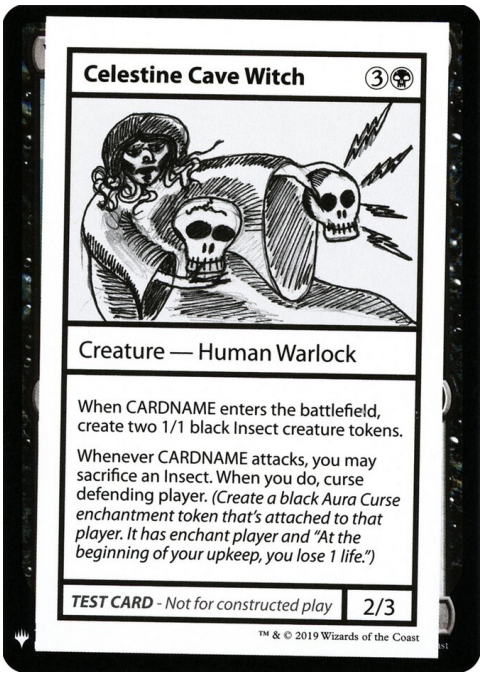

Celestine Cave Witch
Creature — Human Warlock
When CARDNAME enters the battlefield, create two 1/1 black Insect creature tokens.
Whenever CARDNAME attacks, you may sacrifice an Insect. When you do, curse defending player. (Create a black Aura Curse enchantment token that's attached to that player. It has enchant player and "At the beginning of your upkeep, you lose 1 life.")
TEST CARD - Not for constructed play
2/3
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