Celestine Cave Witch 3



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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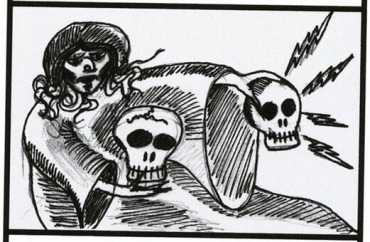
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