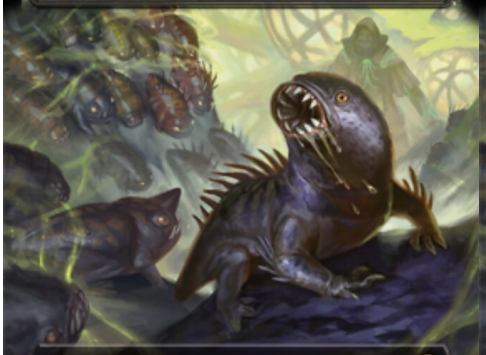
Blight Mound 2



Enchantment

Attacking Pests you control get +1/+0 and have menace.

Whenever a nontoken creature you control dies, create a 1/1 black and green Pest creature token with "When this creature dies, you gain 1 life."

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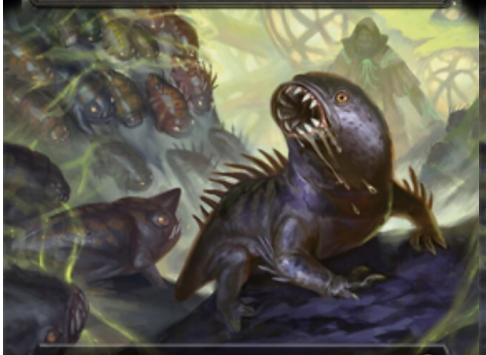
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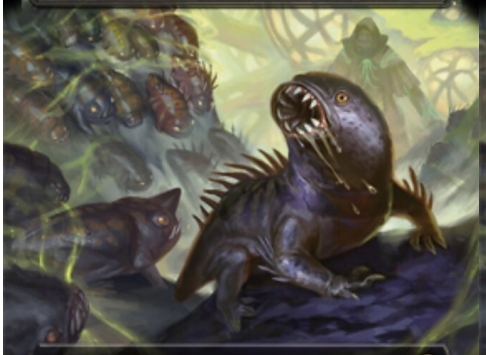
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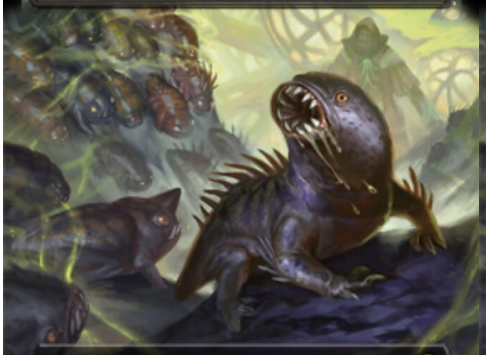
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