
Grim Reaper's Sprint
4
Enchantment — Aura
Morbid — This spell costs 3 less to cast if a creature died this turn.
Enchant creature
When Grim Reaper's Sprint enters the battlefield, untap each creature you control. If it's your main phase, there is an additional combat phase after this phase.
Enchanted creature gets +2/+2 and has haste.
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