Street Wraith

3



Creature — Wraith

Swampwalk *(This creature can't be blocked as long as defending player controls a Swamp.)*

Cycling—Pay 2 life. *(Pay 2 life, Discard this card: Draw a card.)*

The lamps on Wyndmoor Street snuff themselves at midnight and refuse to relight, afraid to illuminate what lies in the darkness.

3/4

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