

Grixis Slavedriver

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Creature — Zombie Giant



When Grixis Slavedriver leaves play, put a 2/2 black Zombie creature token into play.

Unearth 3 (3: Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.)

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