

Creeping Tar Pit



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Creeping Tar Pit enters the battlefield tapped.

Cost: Add 1 or 2.

1 1 2: Creeping Tar Pit becomes a 3/2 blue and black Elemental creature until end of turn and can't be blocked this turn. It's still a land.

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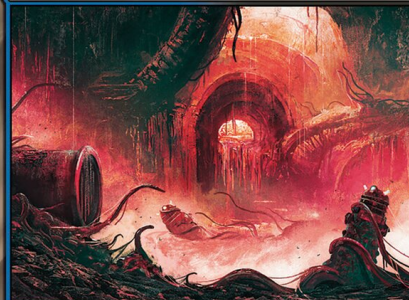
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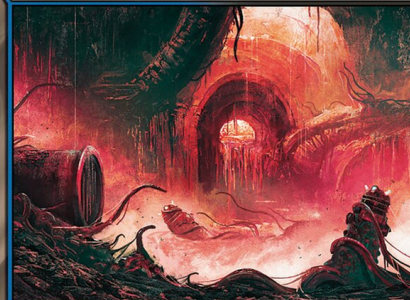
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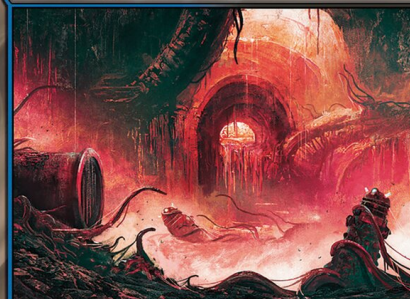
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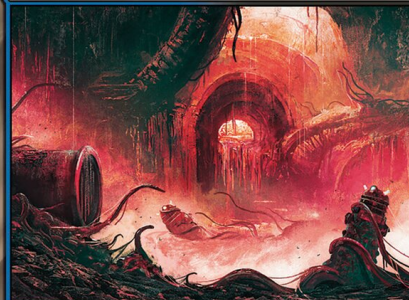
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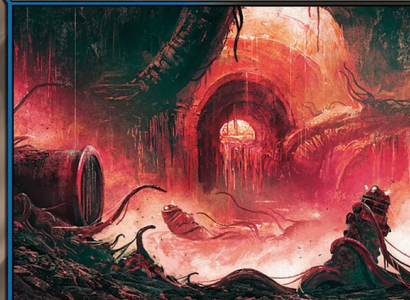
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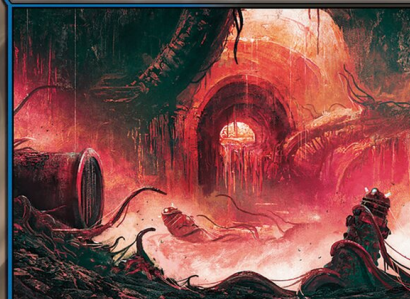
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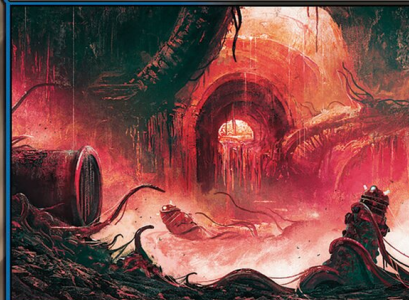
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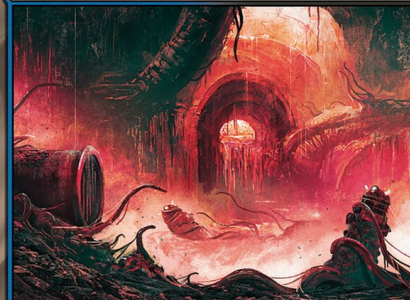
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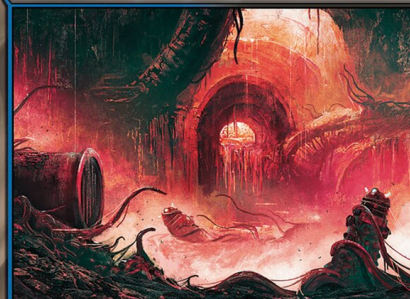
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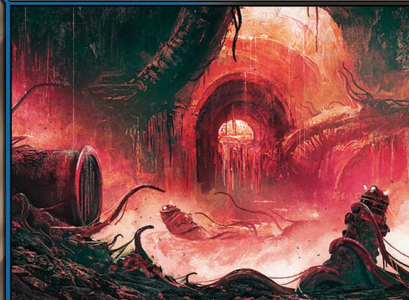
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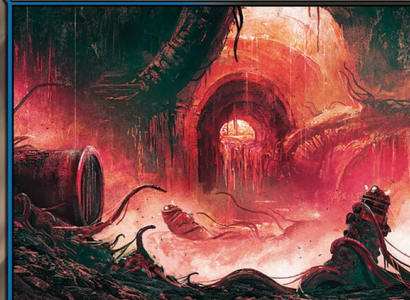
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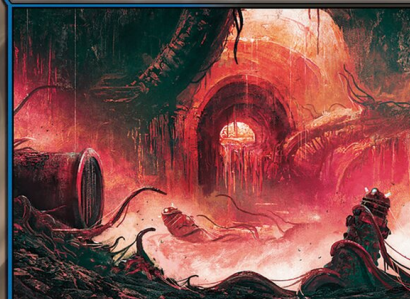
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