Sedgemoor Witch



Creature — Human Warlock

Menace

Ward—Pay 3 life. *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3 life.)*

Magecraft — Whenever you cast or copy an instant or sorcery spell, create a 1/1 black and green Pest creature token with "When this creature dies, you gain 1 life."

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