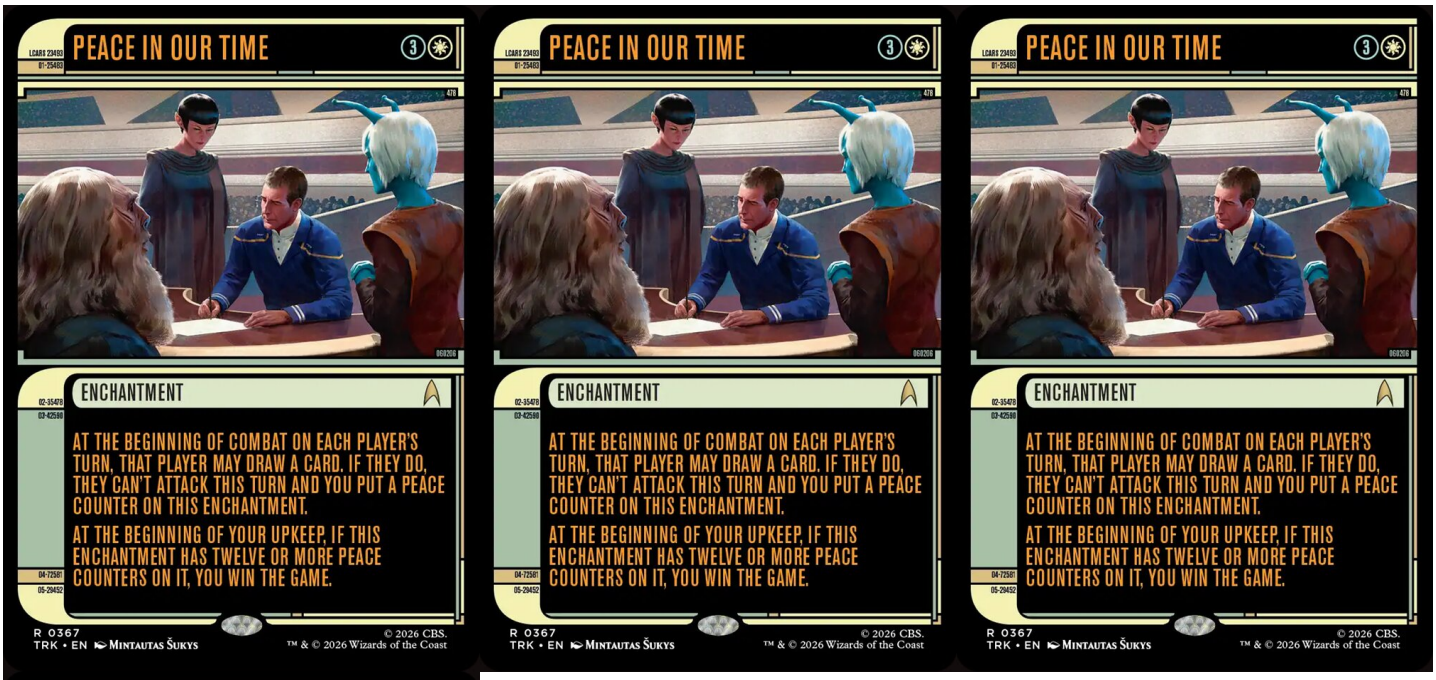
PEACE IN OUR TIME
ENCHANTMENT
AT THE BEGINNING OF COMBAT ON EACH PLAYER'S TURN, THAT PLAYER MAY DRAW A CARD. IF THEY DO, THEY CAN'T ATTACK THIS TURN AND YOU PUT A PEACE COUNTER ON THIS ENCHANTMENT.
AT THE BEGINNING OF YOUR UPKEEP, IF THIS ENCHANTMENT HAS TWELVE OR MORE PEACE COUNTERS ON IT, YOU WIN THE GAME.
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