
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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