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."

3/2

086/275 R
STX • EN
Igor Kieryluk

™ & © 2021 Wizards of the Coast

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."

3/2

086/275 R
STX • EN
Igor Kieryluk

™ & © 2021 Wizards of the Coast

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."

3/2

086/275 R
STX • EN
Igor Kieryluk

™ & © 2021 Wizards of the Coast

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."

3/2

086/275 R
STX • EN
Igor Kieryluk

™ & © 2021 Wizards of the Coast