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*Card Type: Protected Unicorn*

If this card is in the Hunting Grounds at the end of the game, you earn 2 points. If it is in the Graveyard at the end of the game, you lose 2 points.

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EXTREMELY FERTILE UNICORN

*Card Type: Chamber*

Place this card in the Effect Chamber. While it is in play, flip a coin at the beginning of each turn. If the result is heads, RETURN a Basic Unicorn card.

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MAGICAL KITTENCORN

*Card Type: Instant*

Shuffle the cards in the Hunting Grounds and place them face down again.