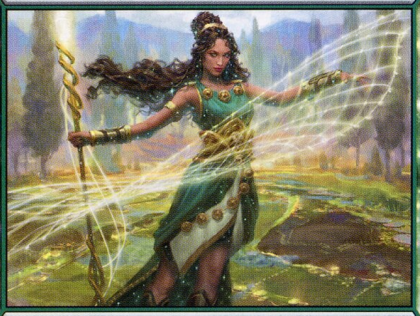
Destiny Spinner 1G



Enchantment Creature — Human

Creature and enchantment spells you control can't be countered.

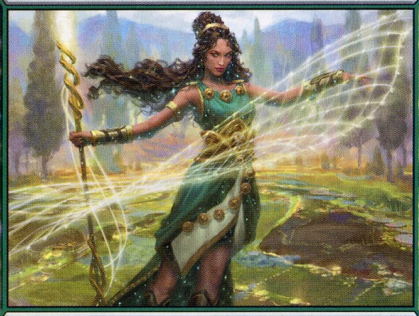
3G: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.

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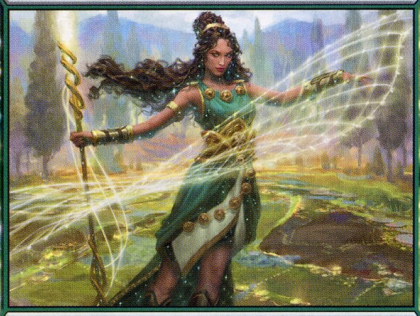
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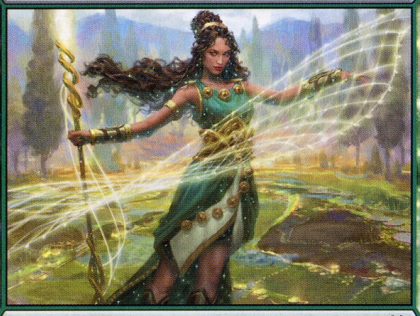
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