
Spinewoods Armadillo
4
Creature — Armadillo
Reach
Ward 3 (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3.)
1, Discard Spinewoods Armadillo: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.
7/7
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