Aang's Iceberg {2}{G}



Enchantment

Flash

When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield.

Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. *(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)*

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