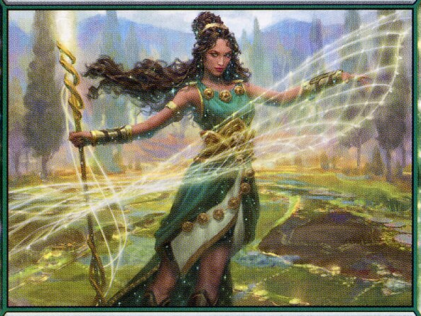
Destiny Spinner {1}{G}



Enchantment Creature — Human

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

{3}{G}: 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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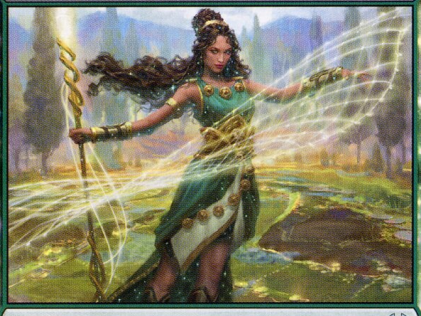
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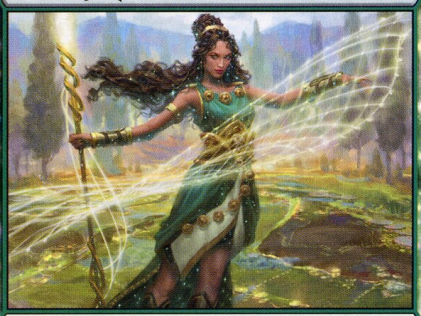
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