Spinewoods Armadillo {4}{G}{G}



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}{G}, 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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