Hall of Storm Giants



Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

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