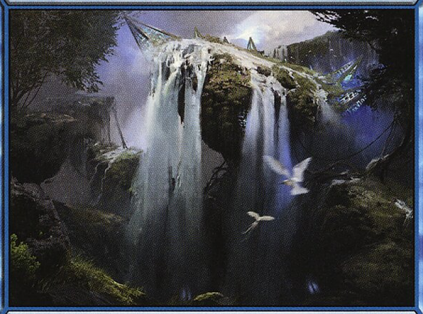
Part the Waterveil



Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

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