## Encircling Fissure

{2}{W}



**Instant**

Prevent all combat damage that would be dealt this turn by creatures target opponent controls.

Awaken 2—{4}{W} *(If you cast this spell for {4}{W}, also put two +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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