Restless Spire



Land

Restless Spire enters the battlefield tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, Restless Spire becomes a 2/1 blue and red Elemental creature with "As long as it's your turn, this creature has first strike." It's still a land.

Whenever Restless Spire attacks, scry 1.

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