Housemeld {2}{U}{U}



Sorcery

Exile target creature. The exiled card perpetually becomes an enchantment. At the beginning of the next end step, put it onto the battlefield under your control. *(It loses all other card types.)*

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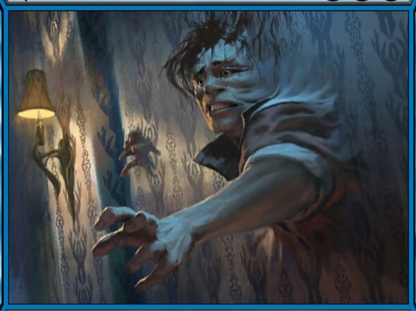


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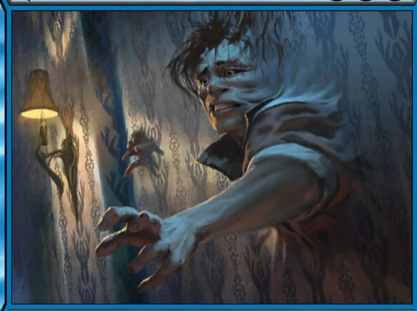


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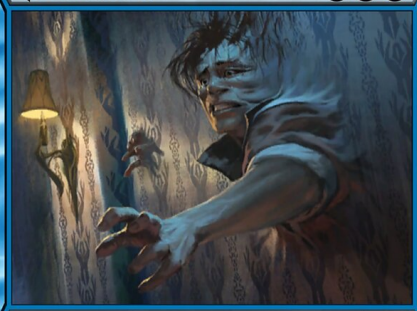


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