
Zanarkand, Ancient Metropolis
Land — Town
Lasting Fayth
Sorcery — Adventure
Create a 1/1 colorless Hero creature token. Put a +1/+1 counter on it for each land you control. (Then exile this card. You may play the land later from exile.)
This land enters tapped.
: Add .
A city dead for a thousand years. The end of Yuna's journey.
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