Zanarkand, Ancient Metropolis



Land — Town

Lasting Fayth {4}{B}{B}{B}
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.
{T}: Add {B}.

A city dead for a thousand years. The end of Yuna's journey.

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