Diamond City



Land

Diamond City enters the battlefield with a shield counter on it. *(If it would be dealt damage or destroyed, remove a shield counter from it instead.)*

{T}: Add {C}.

{T}: Move a shield counter from Diamond City onto target creature. Activate only if two or more creatures entered the battlefield under your control this turn.

R 0147
PIP • EN Pascal Quidault

©2024 BSW
™ & © 2024 Wizards of the Coast