
Unyaro
Plane — Zhalfir
At the beginning of your end step, if you planeswalked to Unyaro this turn, untap all creatures. They phase out until a player planeswalks.
(Treat them and anything attached to them as though they didn't exist.)
Whenever chaos ensues, create two 2/2 white and blue Knight creature tokens with vigilance.
0068 MOC • EN Robin Olausson
™ & © 2023 Wizards of the Coast