Tyrant Guard {X}{2}{G}



Creature — Tyranid

Ravenous *(This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)*

Shieldwall — Sacrifice Tyrant Guard: Creatures you control with counters on them gain hexproof and indestructible until end of turn.

3/3

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