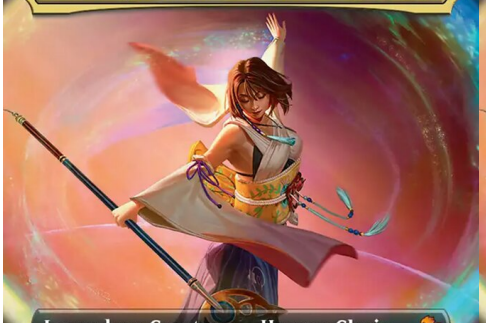
Yuna, Grand Summoner



Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner

Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner

Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

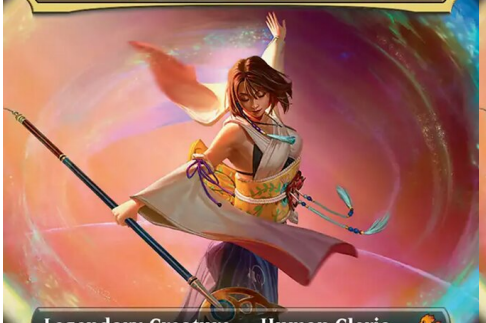
Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner



Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner

Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner

Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner



Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner

Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Yuna, Grand Summoner

Legendary Creature — Human Cleric

Grand Summon — {T}: Add one mana of any color. When you next cast a creature spell this turn, that creature enters with two additional +1/+1 counters on it.

Whenever another permanent you control is put into a graveyard from the battlefield, if it had one or more counters on it, you may put that number of +1/+1 counters on target creature.

1/5

M 0192 FFX
FIC • EN Kevin Glint

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast