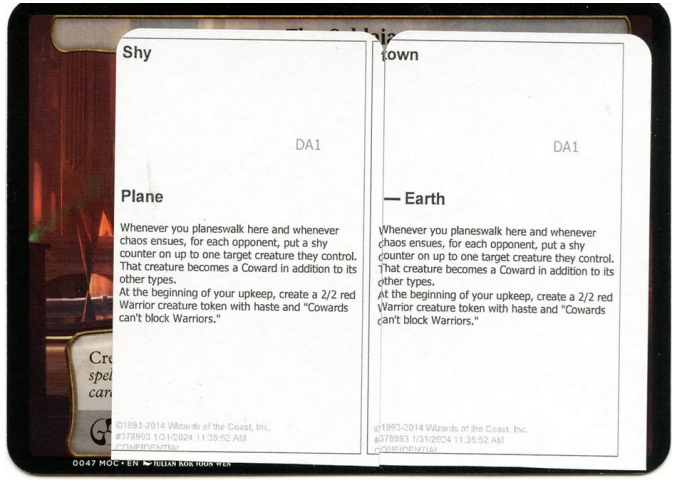
Shy
DA1
Plane
Whenever you planeswalk here and whenever chaos ensues, for each opponent, put a shy counter on up to one target creature they control. That creature becomes a Coward in addition to its other types.
At the beginning of your upkeep, create a 2/2 red Warrior creature token with haste and "Cowards can't block Warriors."
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town
DA1
— Earth
Whenever you planeswalk here and whenever chaos ensues, for each opponent, put a shy counter on up to one target creature they control. That creature becomes a Coward in addition to its other types.
At the beginning of your upkeep, create a 2/2 red Warrior creature token with haste and "Cowards can't block Warriors."
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