

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast

Guardian of Faith1**

Creature — Spirit Knight

Flash
Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R

AFR • EN

BRIAN VALEZA

™ & © 2021 Wizards of the Coast