Spinewoods Paladin {4}{G}



Creature — Human Knight

Trample

When Spinewoods Paladin enters the battlefield, you gain 3 life.

Plot {3}{G} *(You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)*

5/4

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