
Lim-Dûl's Paladin
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Summon Paladin
Trample
During your upkeep, choose and discard a card from your hand, or bury Lim-Dûl's Paladin and draw a card.
If any creatures are assigned to block it, Lim-Dûl's Paladin gets +6/+3 until end of turn.
If Lim-Dûl's Paladin attacks and is not blocked, it deals no damage to defending player this turn and that player loses 4 life. Effects that prevent or redirect damage cannot be used to counter this loss of life.
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