
Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40


Sanctum of Serra
Plane — Serra's Realm
When you planeswalk away from Sanctum of Serra, destroy all nonland permanents.
Whenever you roll , you may have your life total become 20.
Rob Alexander
™ & © 1993–2009 Wizards of the Coast LLC 32/40