Sidar Jabari 3



Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Sidar Jabari 3

Summon Legend

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."
—Sidar Jabari

Illus. Gerry Grace
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2