Serra Paladin 2 ✵✵



Summon Paladin

⛨: Prevent 1 damage to any creature or player.

1✵✵, ⛨: Attacking this turn does not cause target creature to tap.

One light, one blade, one purpose.
—Vow of the Serra Paladins

Illus. Pete Venters
©1997 Wizards of the Coast, Inc. All rights reserved.
2/2

Serra Paladin 2 ✵✵



Summon Paladin

⛨: Prevent 1 damage to any creature or player.

1✵✵, ⛨: Attacking this turn does not cause target creature to tap.

One light, one blade, one purpose.
—Vow of the Serra Paladins

Illus. Pete Venters
©1997 Wizards of the Coast, Inc. All rights reserved.
2/2

Serra Paladin 2 ✵✵



Summon Paladin

⛨: Prevent 1 damage to any creature or player.

1✵✵, ⛨: Attacking this turn does not cause target creature to tap.

One light, one blade, one purpose.
—Vow of the Serra Paladins

Illus. Pete Venters
©1997 Wizards of the Coast, Inc. All rights reserved.
2/2

Serra Paladin 2 ✵✵



Summon Paladin

⛨: Prevent 1 damage to any creature or player.

1✵✵, ⛨: Attacking this turn does not cause target creature to tap.

One light, one blade, one purpose.
—Vow of the Serra Paladins

Illus. Pete Venters
©1997 Wizards of the Coast, Inc. All rights reserved.
2/2