Serra Avenger



Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger



Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger



Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger



Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249

Serra Avenger

Creature — Angel

You can't cast Serra Avenger during your first, second, or third turns of the game.

Flying

Vigilance *(Attacking doesn't cause this creature to tap.)*

3/3

Scott M. Fischer

™ & © 1993–2012 Wizards of the Coast LLC 33/249