Salvation Swan 3



Creature — Bird Cleric

Flash

Flying

Whenever Salvation Swan or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.

3/3

R 0028
BLB ★ EN Christina Kraus
™ & © 2024 Wizards of the Coast

Salvation Swan 3



Creature — Bird Cleric

Flash

Flying

Whenever Salvation Swan or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.

3/3

R 0028
BLB ★ EN Christina Kraus
™ & © 2024 Wizards of the Coast

Salvation Swan 3



Creature — Bird Cleric

Flash

Flying

Whenever Salvation Swan or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.

3/3

R 0028
BLB ★ EN Christina Kraus
™ & © 2024 Wizards of the Coast

Salvation Swan 3



Creature — Bird Cleric

Flash

Flying

Whenever Salvation Swan or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.

3/3

R 0028
BLB ★ EN Christina Kraus
™ & © 2024 Wizards of the Coast