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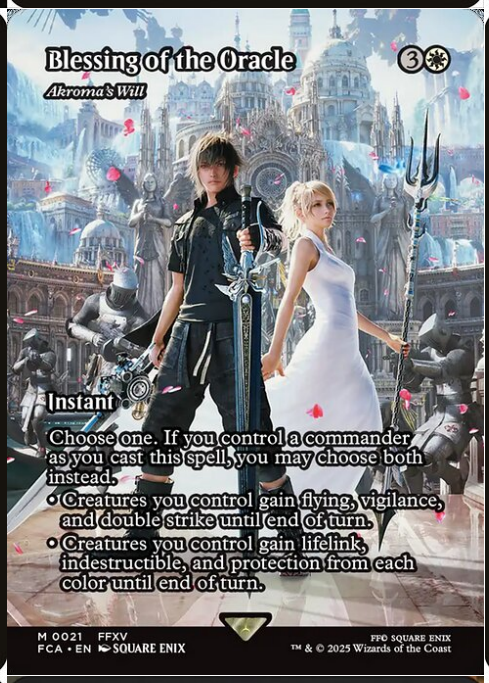

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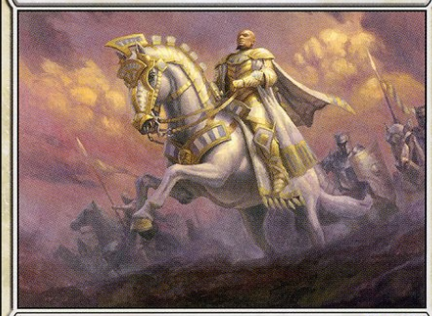
Basri's Lieutenant

3 ✳



Creature — Human Knight

Vigilance, protection from multicolored

When Basri's Lieutenant enters the battlefield, put a +1/+1 counter on target creature you control.

Whenever Basri's Lieutenant or another creature you control dies, if it had a +1/+1 counter on it, create a 2/2 white Knight creature token with vigilance.

3/4

009/274 R
M21 • EN ▶ Matt Stewart
™ & © 2020 Wizards of the Coast

Battle Angels of Tyr

2 ✳✳

Creature — Angel Knight

Flying, myriad

Whenever Battle Angels of Tyr deals combat damage to a player, draw a card if that player has more cards in hand than each other player. Then you create a Treasure token if that player controls more lands than each other player. Then you gain 3 life if that player has more life than each other player.

4/4

009/361 M
CLB • EN ▶ Fajareka Setiawan
™ & © 2022 Wizards of the Coast

Benalish Marshal

✳✳✳

Creature — Human Knight

Other creatures you control get +1/+1.

"Some aspire to climb the mountain of Honor. The Benalish are born upon its peak, and from there ascend among the stars."
—History of Benalia

3/3

006/269 R
DOM • EN ▶ Mark Zug
™ & © 2018 Wizards of the Coast

Bitterthorn, Nissa's Animus

3

Legendary Artifact — Equipment

Living weapon *(When this Equipment enters the battlefield, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)*

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 3

R 0045
MOC • EN ▶ Titus Lunter
™ & © 2023 Wizards of the Coast

Bonders' Enclave

Land

⟳: Add ✧.

3, ⟳: Draw a card. Activate this ability only if you control a creature with power 4 or greater.

There is a sanctuary that reveals itself only to those graced by the eludha*—the mystical connection between bonder and monster.*

245/274 R
IKO • EN ▶ Cliff Childs
™ & © 2020 Wizards of the Coast

Boromir, Warden of the Tower

2 ✳

Legendary Creature — Human Soldier

Vigilance

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

Sacrifice Boromir, Warden of the Tower: Creatures you control gain indestructible until end of turn. The Ring tempts you.

"Farewell, Aragorn! Go to Minas Tirith and save my people!"

3/3

R 0004
LTR • EN ▶ Yigit Koroglu
© MEE
™ & © 2023 Wizards of the Coast

Buster Sword

3

Artifact — Equipment

Equipped creature gets +3/+2.

Whenever equipped creature deals combat damage to a player, draw a card, then you may cast a spell from your hand with mana value less than or equal to that damage without paying its mana cost.

Equip 2

M 0255 FFVII
FIN • EN ▶ Douzen
FF© SQUARE ENIX
™ & © 2025 Wizards of the Coast

Castle Ardenvale

Land

Castle Ardenvale enters the battlefield tapped unless you control a Plains.

⟳: Add ✳.

2✳✳, ⟳: Create a 1/1 white Human creature token.

Without Ardenvale's loyalty, the realm would greedily devour itself.

238/269 R
ELD • EN ▶ Volkan Baga
™ & © 2019 Wizards of the Coast

Cavern of Souls

Land

As Cavern of Souls enters the battlefield, choose a creature type.

⟳: Add ✧.

⟳: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

M 0269
LCI • EN ▶ Alayna Danner
™ & © 2023 Wizards of the Coast

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Champions from Beyond

X ✱✱

Enchantment

When this enchantment enters, create X 1/1 colorless Hero creature tokens.

Light Party — Whenever you attack with four or more creatures, scry 2, then draw a card.

Full Party — Whenever you attack with eight or more creatures, those creatures get +4/+4 until end of turn.

R 0011 FFXIV
FIC • EN ▶ Darius Zablockis
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Chivalric Alliance

1 ✱

Enchantment

Whenever you attack with two or more creatures, draw a card.

2, Discard a card: Create a 2/2 white and blue Knight creature token with vigilance.

"I dub thee Syr Hellraker. For now."

R 0011
MOC • EN ▶ Jim Pavelec
™ & © 2023 Wizards of the Coast

Chocobo Knights

3 ✱

Creature — Human Knight

Whenever you attack, creatures you control with counters on them gain double strike until end of turn.

Only a select few can become Chocobo Knights. You have to be a skilled rider or achieve some combat merit to become one.

3/3

R 0012 FFX
FIC • EN ▶ Néstor Ossandón Leal
FFO SQUARE ENIX
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Clever Concealment

2 ✱✱

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0236 FFVII
FIC • EN ▶ Andreia Ugrai
FFO SQUARE ENIX
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Danitha, Benalia's Hope

4 ✱

Legendary Creature — Human Knight

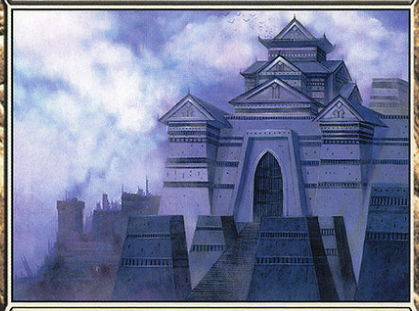
First strike, vigilance, lifelink

When Danitha, Benalia's Hope enters the battlefield, you may put an Aura or Equipment card from your hand or graveyard onto the battlefield attached to Danitha.

4/4

015/281 R
DMU • EN ▶ Magali Villeneuve
™ & © 2022 Wizards of the Coast

Eiganjo Castle



Legendary Land

: Add ✱ to your mana pool.

✱, : Prevent the next 2 damage that would be dealt to target legendary creature this turn.

Since the war began, the castle's walls mark the only place on Kamigawa where no kami has ever set foot.

Wayne England
™ & © 1993–2004 Wizards of the Coast, Inc. 275 306

Eiganjo, Seat of the Empire

Legendary Land

: Add ✱.

Channel — 2✱, Discard Eiganjo, Seat of the Empire: It deals 4 damage to target attacking or blocking creature. This ability costs 1 less to activate for each legendary creature you control.

268/302 R
NEO • EN ▶ Julian Kok Joon Wen
™ & © 2022 Wizards of the Coast

Elesh Norn, Grand Cenobite

5 ✱✱

Legendary Creature — Praetor

Vigilance

Other creatures you control get +2/+2.

Creatures your opponents control get -2/-2.

"The Gitaxians whisper among themselves of other worlds. If they exist, we must bring Phyrexia's magnificence to them."

4/7

Igor Kieryluk
™ & © 1993–2011 Wizards of the Coast LLC 9/175

Elspeth, Storm Slayer

3 ✱✱

Legendary Planeswalker — Elspeth

If one or more tokens would be created under your control, twice that many of those tokens are created instead.

+1: Create a 1/1 white Soldier creature token.

0: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn.

−3: Destroy target creature an opponent controls with mana value 3 or greater.

5

M 0011
TDM • EN ▶ Ekaterina Burmak
™ & © 2025 Wizards of the Coast

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Emeria, the Sky Ruin

Land

Emeria, the Sky Ruin enters the battlefield tapped.

At the beginning of your upkeep, if you control seven or more Plains, you may return target creature card from your graveyard to the battlefield.

: Add ✸ to your mana pool.

Jaime Jones

™ & © 1993–2009 Wizards of the Coast LLC 213/249

Esper Sentinel

Artifact Creature — Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays X, where X is Esper Sentinel's power.

The more Esper changes, the more he refuses to.

Illus. Eric Deschamps

1/1

™ & © 2024 Wizards of the Coast 2

Flare of Fortitude

Instant

You may sacrifice a nontoken white creature rather than pay this spell's mana cost.

Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.

"I call upon a power greater than myself."

R 0026
MH3 • EN ▶ Winona Nelson

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Flawless Maneuver

Instant

If you control a commander, you may cast this spell without paying its mana cost.

Creatures you control gain indestructible until end of turn.

"The Fire Lord is Aang's fight. We need to stay focused on stopping that fleet from burning down the Earth Kingdom."

P 0306
TLE • EN ▶ Irina Nordsol

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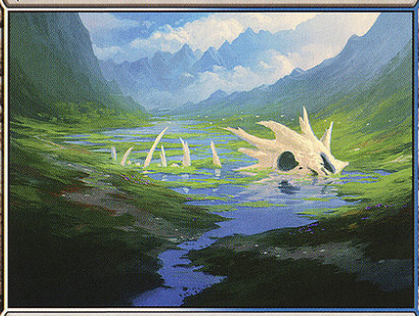
Flooded Strand



Land

, Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card and put it onto the battlefield. Then shuffle your library.

Where dragons once slept, their bones now rest.

233/269 R
KTK • EN ▶ Andreas Rocha

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Greymond, Avacyn's Stalwart

Legendary Creature — Human Soldier

As Greymond, Avacyn's Stalwart enters the battlefield, choose two abilities from among first strike, vigilance, and lifelink.

Humans you control have each of the chosen abilities.

As long as you control four or more Humans, Humans you control get +2/+2.

3/4

M 0018 =SLD 143
SLX • EN ▶ Bram Sels

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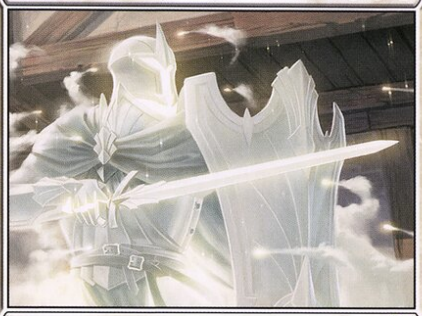
Guardian of Faith



Creature — Spirit Knight

Flash

Vigilance

When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out. *(Treat them and anything attached to them as though they don't exist until their controller's next turn.)*

3/2

018/281 R
AFR • EN ▶ Brian Valeza

™ & © 2021 Wizards of the Coast

Hero of Bladehold

Creature — Human Knight

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Whenever Hero of Bladehold attacks, put two 1/1 white Soldier creature tokens onto the battlefield tapped and attacking.

3/4

Austin Hsu

™ & © 1993–2011 Wizards of the Coast LLC 8/155

History of Benalia

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I, II — Create a 2/2 white Knight creature token with vigilance.

III — Knights you control get +2/+1 until end of turn.

Enchantment — Saga

021/269 M
DOM • EN ▶ Noah Bradley

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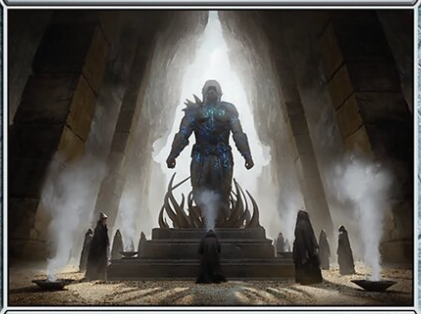
Idol of Oblivion 2



Artifact

{T}: Draw a card. Activate only if you created a token this turn.

8, {T}, Sacrifice this artifact: Create a 10/10 colorless Eldrazi creature token.

"Arise, great one, and cleanse the world of our enemies!"

R 0319
TDC • EN ▶ Piotr Dura
™ & © 2025 Wizards of the Coast

Kinsbaile Cavalier 3{W}

Creature — Kithkin Knight

Knight creatures you control have double strike.

Ambidexterity is common among kithkin. The thoughtweft links the minds of the left- and right-handed, giving each the knack of the other.

2/2

Wayne Reynolds
™ & © 1993–2008 Wizards of the Coast, Inc. 15/150

Knight Exemplar 1{W}{W}

Creature — Human Knight

First strike *(This creature deals combat damage before creatures without first strike.)*

Other Knight creatures you control get +1/+1 and are indestructible. *(Lethal damage and effects that say "destroy" don't destroy them.)*

2/2

Jason Chan
™ & © 1993–2010 Wizards of the Coast LLC 20/249

Knight of the White Orchid {W}{W}

Creature — Human Knight

First strike

When Knight of the White Orchid enters the battlefield, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle your library.

2/2

021/272 R
ORI • EN ▶ Mark Zug
™ & © 2015 Wizards of the Coast

Knight-Captain of Eos 4{W}

Creature — Human Knight

When Knight-Captain of Eos comes into play, put two 1/1 white Soldier creature tokens into play.

{W}, Sacrifice a Soldier: Prevent all combat damage that would be dealt this turn.

The strength of Bant's caste system is the unfailing loyalty of its meekest members.

2/2

Chris Rahn
™ & © 1993–2008 Wizards of the Coast, Inc. 17/249

Lightning Greaves 2

Artifact — Equipment

Equipped creature has haste and can't be the target of spells or abilities.

Equip 0 *(0: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)*

Jeremy Jarvis
™ & © 1993–2003 Wizards of the Coast, Inc. 199/306

Marsh Flats

Land

{T}, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card and put it onto the battlefield. Then shuffle your library.

Izzy
™ & © 1993–2009 Wizards of the Coast LLC 219/249

Metallic Mimic 2

Artifact Creature — Shapeshifter

As Metallic Mimic enters the battlefield, choose a creature type.

Metallic Mimic is the chosen type in addition to its other types.

Each other creature you control of the chosen type enters the battlefield with an additional +1/+1 counter on it.

2/1

164/184 R
AER • EN ▶ Zack Stella
™ & © 2017 Wizards of the Coast

Minas Tirith

Legendary Land

Minas Tirith enters the battlefield tapped unless you control a legendary creature.

{T}: Add {W}.

1{W}, {T}: Draw a card. Activate only if you attacked with two or more creatures this turn.

"I would see the White Tree in flower again in the courts of the kings, and Minas Tirith in peace." —Faramir

R 0256
LTR • EN ▶ Arthur Yuan
© MEE
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Mirran Crusader
1 ✱✱

Creature — Human Knight

Double strike, protection from black and from green

A symbol of what Mirrodin once was and hope for what it will be again.

2/2

Eric Deschamps

™ & © 1993–2011 Wizards of the Coast LLC 14/155

Mirror Entity
2 ✱

Creature — Shapeshifter

Changeling *(This card is every creature type at all times.)*

X: Creatures you control become X/X and gain all creature types until end of turn.

Unaware of Lorwyn's diversity, it sees only itself, reflected a thousand times over.

1/1

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 31/301

Monumental Henge

Land

Monumental Henge enters the battlefield tapped unless you control a Plains.

T: Add ✱.

2✱✱, T: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. *(Artifacts, legendaries, and Sagas are historic.)*

R 0222
MH3 • EN ▶ Steven Belledin

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Moonshaker Cavalry
5 ✱✱✱

Creature — Spirit Knight

Flying

When Moonshaker Cavalry enters the battlefield, creatures you control gain flying and get +X/+X until end of turn, where X is the number of creatures you control.

High King Kenrith's armies followed him into the afterlife, ready to charge at his command.

6/6

M 0021
WOE • EN ▶ Aldo Dominguez

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Myrel, Shield of Argive
3 ✱

Legendary Creature — Human Soldier

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

Whenever Myrel, Shield of Argive attacks, create X 1/1 colorless Soldier artifact creature tokens, where X is the number of Soldiers you control.

3/4

018/287 M
BRO • EN ▶ Ryan Pancoast

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Nykthos, Shrine to Nyx

Legendary Land

T: Add 1 to your mana pool.

2, T: Choose a color. Add to your mana pool an amount of mana of that color equal to your devotion to that color. *(Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)*

Jung Park

™ & © 2013 Wizards of the Coast 223/249

Oketra's Monument
3

Legendary Artifact

White creature spells you cast cost 1 less to cast.

Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance.

"The worthy shall respect the worthy. In the afterlife, all will stand united."
—Monument inscription

233/269 U
AKH • EN ▶ Christine Choi

™ & © 2017 Wizards of the Coast

Paladin Danse, Steel Maverick
2 ✱

Legendary Artifact Creature — Synth Knight

Vigilance, lifelink

Exile Paladin Danse, Steel Maverick: Each creature you control that's an artifact or Human gains indestructible until end of turn.

"I need to be the example, not the exception."

3/3

U 0020
PIP • EN ▶ Dan Murayama Scott

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Path of Ancestry

Land

This land enters tapped.

T: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

C 0411 FFVII
FIC • EN ▶ Gal Or

FF© SQUARE ENIX
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Swords to Plowshares

Instant

Remove target creature from the game. That creature's controller gains life equal to its power.

"The so-called Barbarians will not respect us for our military might—they will respect us for our honor."
—Lucilde Fiksdotter, Leader of the Order of the White Shield

Illus. Kaja Foglio

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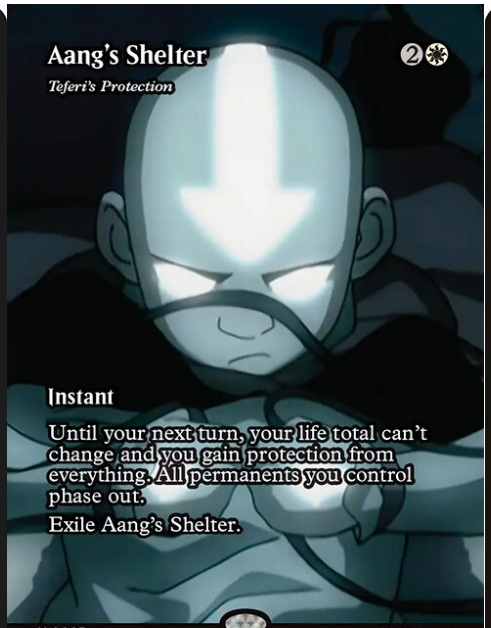
Aang's Shelter

Teferi's Protection



Instant

Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out.

Exile Aang's Shelter.

M 0007
TLE • EN ▶ Bi: Water, Ch: 12

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™ & © 2025 Wizards of the Coast

Thalia, Heretic Cathar

Legendary Creature — Human Soldier

First strike

Creatures and nonbasic lands your opponents control enter the battlefield tapped.

"Salvation will not be granted by the Lunarch Council. It must be earned—at the edge of a sword, if necessary."

3/2

046/205 R
EMN • EN ▶ Magali Villeneuve

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Thalia's Lancers

Creature — Human Knight

First strike

When Thalia's Lancers enters the battlefield, you may search your library for a legendary card, reveal it, put it into your hand, then shuffle your library.

"Let the points of our lances lead the way."

4/4

047/205 R
EMN • EN ▶ David Palumbo

™ & © 2016 Wizards of the Coast

The Circle of Loyalty

Legendary Artifact

This spell costs 1 less to cast for each Knight you control.

Creatures you control get +1/+1.

Whenever you cast a legendary spell, create a 2/2 white Knight creature token with vigilance.

3✱, ⟳: Create a 2/2 white Knight creature token with vigilance.

009/269 M
ELD • EN ▶ Bastien L. Deharme

™ & © 2019 Wizards of the Coast

001/001

M 1 of 1 Ring
LTR ★ EN ▶ Veli Nyström

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The Regalia

Legendary Artifact — Vehicle

Haste

Whenever The Regalia attacks, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.

Crew 1

4/4

R 0267 FFXV
FIN • EN ▶ Jonas De Ro

FFO SQUARE ENIX
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The Wind Crystal

Legendary Artifact

White spells you cast cost 1 less to cast.

If you would gain life, you gain twice that much life instead.

4✱✱, ⟳: Creatures you control gain flying and lifelink until end of turn.

"I give unto you the last of my light, and with it, the last hope of a fading world."

R 0043 FFIII
FIN • EN ▶ Pablo Mendoza

FFO SQUARE ENIX
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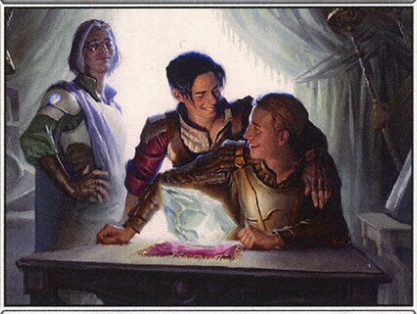
Tocasia's Welcome



Enchantment

Whenever one or more creatures with mana value 3 or less enter the battlefield under your control, draw a card. This ability triggers only once each turn.

"Your father was a dear friend to whom I owe much. He wanted me to look after you, to care for you should something happen to him."

030/287 R Story Spotlight
BRO • EN ▶ Johan Grenier

mtgstory.com
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Valiant Knight

3 ✱

Creature — Human Knight

Other Knights you control get +1/+1.

3 ✱✱: Knights you control gain double strike until end of turn.

"Defeat is no reason for retreat. It is a sign we must redouble our efforts to win this fight."

3/4

042/280 R
M19 • EN ► Iakub Kasper
™ & © 2018 Wizards of the Coast

Virtue of Loyalty

3 ✱✱

Enchantment

Ardenvale Fealty 1 ✱
Instant — Adventure

Create a 2/2 white Knight creature token with vigilance. *(Then exile this card. You may cast the enchantment later from exile.)*

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

M 0038
WOE • EN ► Piotr Dura
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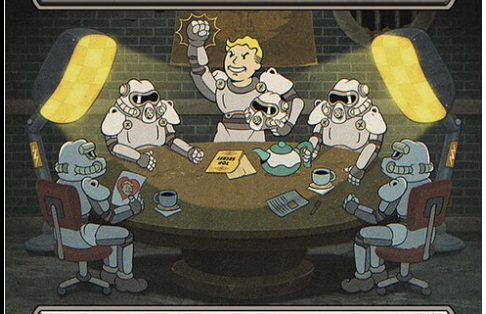
War Room



Land

: Add ◇.

3, , Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A speech to stir the Brothers of Steel, a speech to bring the Enclave to heel, a speech to rouse a robotic ideal.

P 1068 Release
PIP ★ EN ► Desmuncubic
©2024 BSW
™ & © 2024 Wizards of the Coast

Warren Warleader

2 ✱✱

Creature — Rabbit Knight

Offspring 2 *(You may pay an additional 2 as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)*

Whenever you attack, choose one —
- Create a 1/1 white Rabbit creature token that's tapped and attacking.
- Attacking creatures you control get +1/+1 until end of turn.

4/4

M 0038
BLB • EN ► Zack Stella
™ & © 2024 Wizards of the Coast

Westfold Rider

1 ✱

Creature — Human Knight

Sacrifice Westfold Rider: Destroy target artifact or enchantment. Activate only as a sorcery.

"The Orcs were greater in number than we counted on. Great Orcs, who also bore the White Hand of Isengard."
—Eomer

3/1

C 0037
LTR • EN ► Anastasia Balakchina
© MEE
™ & © 2023 Wizards of the Coast

White Orchid Phantom

✱✱

Creature — Spirit Knight

Flying, first strike

When White Orchid Phantom enters the battlefield, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

His oath required no service beyond death, but his honor demanded it.

2/2

R 0047
MH3 • EN ► Zoltan Boros
™ & © 2024 Wizards of the Coast

Windbrisk Heights

Land

Hideaway *(This land comes into play tapped. When it does, look at the top four cards of your library, remove one from the game face down, then put the rest on the bottom of your library.)*

: Add ✱ to your mana pool.

✱, : You may play the removed card without paying its mana cost if you attacked with three or more creatures this turn.

Omar Rayyan
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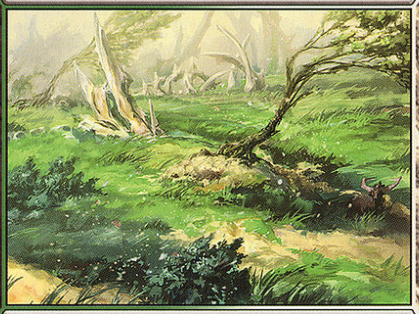
Windswept Heath



Land

, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card and put it onto the battlefield. Then shuffle your library.

Where dragons once roared, their bones now keen.

248/269 R
KTK • EN ► Yeong-Hao Han
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Worthy Knight

1 ✱

Creature — Human Knight

Whenever you cast a Knight spell, create a 1/1 white Human creature token.

Every Ardenvale aspirant must step through the flame. Their honor determines whether they burn or shine.

2/2

036/269 R
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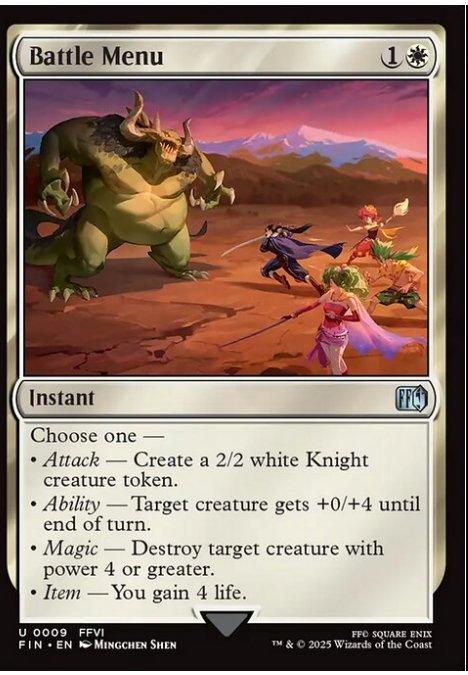
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