Knight-Captain of Eos



Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos

Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos

Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos



Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos

Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos

Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos



Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos

Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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

Knight-Captain of Eos

Creature — Human Knight

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

*, 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.

Chris Rahn

2/2

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