Knight of Valor 2



Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2

Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2

Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2



Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2

Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2

Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2



Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2

Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Knight of Valor 2

Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

Illus. Jeff Miracola

©1996 Wizards of the Coast, Inc. All rights reserved.

2/2