Cavalier of Flame



Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast

Cavalier of Flame

Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast

Cavalier of Flame

Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast

Cavalier of Flame

Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast

Cavalier of Flame

Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast

Cavalier of Flame

Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast

Cavalier of Flame

Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast

Cavalier of Flame

Creature — Elemental Knight

1 : Creatures you control get +1/+0 and gain haste until end of turn.

When Cavalier of Flame enters the battlefield, discard any number of cards, then draw that many cards.

When Cavalier of Flame dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard.

6/5

125/280 M
M20 ★ EN
Wesley Burt

™ & © 2019 Wizards of the Coast