Knight of Grace



Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace

Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace

Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace

Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace



Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace

Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace

Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace



Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace

Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast

Knight of Grace

Creature — Human Knight

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

Hexproof from black *(This creature can't be the target of black spells or abilities your opponents control.)*

This creature gets +1/+0 as long as any player controls a black permanent.

A light to pierce the shadows.

2/2

U 0576
FDN • EN Sidharth Chaturvedi

™ & © 2024 Wizards of the Coast