Varchild's Crusader 3R



Summon Knight

0: Varchild's Crusader cannot be blocked except by walls this turn. Bury Varchild's Crusader at end of turn.
"We could have peace, but Varchild would rather have the maps of the new Kjeldor drawn in Balduvian blood." —King Darien of Kjeldor

Illus. Mark Poole
©1996 Wizards of the Coast, Inc. All rights reserved.
3/2

Varchild's Crusader 3R



Summon Knight

0: Varchild's Crusader cannot be blocked except by walls this turn. Bury Varchild's Crusader at end of turn.
"We could have peace, but Varchild would rather have the maps of the new Kjeldor drawn in Balduvian blood." —King Darien of Kjeldor

Illus. Mark Poole
©1996 Wizards of the Coast, Inc. All rights reserved.
3/2

Varchild's Crusader 3R



Summon Knight

0: Varchild's Crusader cannot be blocked except by walls this turn. Bury Varchild's Crusader at end of turn.
"We could have peace, but Varchild would rather have the maps of the new Kjeldor drawn in Balduvian blood." —King Darien of Kjeldor

Illus. Mark Poole
©1996 Wizards of the Coast, Inc. All rights reserved.
3/2

Varchild's Crusader 3R



Summon Knight

0: Varchild's Crusader cannot be blocked except by walls this turn. Bury Varchild's Crusader at end of turn.
"We could have peace, but Varchild would rather have the maps of the new Kjeldor drawn in Balduvian blood." —King Darien of Kjeldor

Illus. Mark Poole
©1996 Wizards of the Coast, Inc. All rights reserved.
3/2