Knight of the Skyward Eye {1}{W}



Creature — Human Knight

{3}{G}: Knight of the Skyward Eye gets +3/+3 until end of turn. Activate this ability only once each turn.

The Order of the Skyward Eye does the bidding of an evil force, unwittingly stirring fear and mistrust across Bant in accordance with his plans.

2/2

019/249 C
A25 • EN
Matt Stewart

™ & © 2018 Wizards of the Coast