Gallant Fowlknight

3 ✳



Creature — Kithkin Knight

When this creature enters, creatures you control get +1/+0 until end of turn. Kithkin creatures you control also gain first strike until end of turn.

The thoughtweft amplifies any small bud of courage, turning fear to resolve and daring to heroics.

3/4

C 0017
ECL • EN
Edgar Sánchez Hidalgo
™ & © 2026 Wizards of the Coast