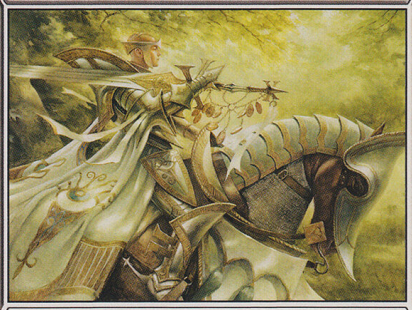
Knight of the Skyward Eye 1W



Creature — Human Knight

3G: Knight of the Skyward Eye gets +3/+3 until end of turn. Play 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.

Matt Stewart

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 15/249