White Shield Crusader



Creature — Human Knight

Protection from black

*: White Shield Crusader gains flying until end of turn.

**: White Shield Crusader gets +1/+0 until end of turn.

"Honor your steed and it will carry you to great deeds—and bring you home to tell of them."

Jeff Easley

2/1

™ & © 1993–2006 Wizards of the Coast, Inc. 24/155

White Shield Crusader



Creature — Human Knight

Protection from black

*: White Shield Crusader gains flying until end of turn.

**: White Shield Crusader gets +1/+0 until end of turn.

"Honor your steed and it will carry you to great deeds—and bring you home to tell of them."

Jeff Easley

2/1

™ & © 1993–2006 Wizards of the Coast, Inc. 24/155

White Shield Crusader



Creature — Human Knight

Protection from black

*: White Shield Crusader gains flying until end of turn.

**: White Shield Crusader gets +1/+0 until end of turn.

"Honor your steed and it will carry you to great deeds—and bring you home to tell of them."

Jeff Easley

2/1

™ & © 1993–2006 Wizards of the Coast, Inc. 24/155

White Shield Crusader



Creature — Human Knight

Protection from black

*: White Shield Crusader gains flying until end of turn.

**: White Shield Crusader gets +1/+0 until end of turn.

"Honor your steed and it will carry you to great deeds—and bring you home to tell of them."

Jeff Easley

2/1

™ & © 1993–2006 Wizards of the Coast, Inc. 24/155

White Shield Crusader

Creature — Human Knight

Protection from black

*: White Shield Crusader gains flying until end of turn.

**: White Shield Crusader gets +1/+0 until end of turn.

"Honor your steed and it will carry you to great deeds—and bring you home to tell of them."

Jeff Easley

2/1

™ & © 1993–2006 Wizards of the Coast, Inc. 24/155