Knight of the Mists 2 {B}



Summon Knight

Flanking *(Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)*

When Knight of the Mists comes into play, pay {B} or bury target Knight.

Fear the mists, for they are armed.

Illus. Harold McNeill

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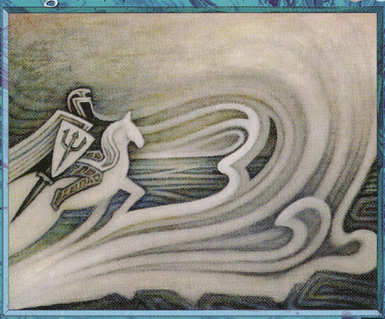
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