Noble Steeds 2



Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2



Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2



Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2



Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.

Noble Steeds 2

Enchantment

1: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerüd, Skycaptain

Illus. Rebecca Guay
© 1996 Wizards of the Coast, Inc. All rights reserved.