Kjeldoran Elite Guard



Creature — Human Soldier

: Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat.

The winged helms of the guard are put on for pageants—but taken off for war.

2/2

Melissa A. Benson

™ & © 1993–2006 Wizards of the Coast, Inc. 34/383

Kjeldoran Elite Guard

Creature — Human Soldier

: Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat.

The winged helms of the guard are put on for pageants—but taken off for war.

2/2

Melissa A. Benson

™ & © 1993–2006 Wizards of the Coast, Inc. 34/383

Kjeldoran Elite Guard

Creature — Human Soldier

: Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat.

The winged helms of the guard are put on for pageants—but taken off for war.

2/2

Melissa A. Benson

™ & © 1993–2006 Wizards of the Coast, Inc. 34/383

Kjeldoran Elite Guard

Creature — Human Soldier

: Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat.

The winged helms of the guard are put on for pageants—but taken off for war.

2/2

Melissa A. Benson

™ & © 1993–2006 Wizards of the Coast, Inc. 34/383