Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast

Guardian of Faith {1}{W}{W}



Creature — Spirit Knight

Flash
Vigilance
When Guardian of Faith enters the battlefield, any number of other target creatures you control phase out.

3/2

362 R
AFR • EN Brian Valeza

™ & © 2021 Wizards of the Coast