Goldnight Commander



Creature — Human Cleric Soldier

Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.

"One faith, but many hands in victory."

2/2

U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander



Creature — Human Cleric Soldier

Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.

"One faith, but many hands in victory."

2/2

U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander



Creature — Human Cleric Soldier

Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.

"One faith, but many hands in victory."

2/2

U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander



Creature — Human Cleric Soldier

Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.

"One faith, but many hands in victory."

2/2

U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast

Goldnight Commander
Creature — Human Cleric Soldier
Whenever another creature you control enters, creatures you control get +1/+1 until end of turn.
"One faith, but many hands in victory."
2/2
U 0117
TDC • EN Chris Rahn
™ & © 2025 Wizards of the Coast