Suq'Ata Lancer 2R



Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2

Suq'Ata Lancer 2R

Creature — Human Knight

Haste

Flanking *(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)*

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola
™ & © 1993–2006 Wizards of the Coast, Inc. 69/121

2/2