Dragonsoul Knight

Creature — Human Knight

First strike

: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.

The farther he roamed from Jund and its dragons, the more he felt their essence in himself.

2/2

112/249 C
MM2 • EN
Justin Sweet

™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight

Creature — Human Knight

First strike

: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.

The farther he roamed from Jund and its dragons, the more he felt their essence in himself.

2/2

112/249 C
MM2 • EN
Justin Sweet

™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight

Creature — Human Knight

First strike

: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.

The farther he roamed from Jund and its dragons, the more he felt their essence in himself.

2/2

112/249 C
MM2 • EN
Justin Sweet

™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight

Creature — Human Knight

First strike

: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.

The farther he roamed from Jund and its dragons, the more he felt their essence in himself.

2/2

112/249 C
MM2 • EN
Justin Sweet

™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast

Dragonsoul Knight
Creature — Human Knight
First strike
: Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.
The farther he roamed from Jund and its dragons, the more he felt their essence in himself.
2/2
112/249 C
MM2 • EN
Justin Sweet
™ & © 2015 Wizards of the Coast