Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.



Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.



Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.



Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.



Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Knights of Round 6

I
II Create three 2/2 white Knight creature tokens.
III
IV
V *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

M 0359 FFVII
FIN • EN 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast