Knight of the Holy Nimbus



Creature — Human Rebel Knight

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

If Knight of the Holy Nimbus would be destroyed, regenerate it.

2: Knight of the Holy Nimbus can't be regenerated this turn. Only any opponent may play this ability.

2/2

Wayne England

™ & © 1993–2006 Wizards of the Coast, Inc. 26/301

Knight of the Holy Nimbus

Creature — Human Rebel Knight

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

If Knight of the Holy Nimbus would be destroyed, regenerate it.

2: Knight of the Holy Nimbus can't be regenerated this turn. Only any opponent may play this ability.

2/2

Wayne England

™ & © 1993–2006 Wizards of the Coast, Inc. 26/301

Knight of the Holy Nimbus

Creature — Human Rebel Knight

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

If Knight of the Holy Nimbus would be destroyed, regenerate it.

2: Knight of the Holy Nimbus can't be regenerated this turn. Only any opponent may play this ability.

2/2

Wayne England

™ & © 1993–2006 Wizards of the Coast, Inc. 26/301

Knight of the Holy Nimbus

Creature — Human Rebel Knight

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

If Knight of the Holy Nimbus would be destroyed, regenerate it.

2: Knight of the Holy Nimbus can't be regenerated this turn. Only any opponent may play this ability.

2/2

Wayne England

™ & © 1993–2006 Wizards of the Coast, Inc. 26/301