Knight of Stromgald



Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald



Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald



Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald



Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1

Knight of Stromgald

Summon Knight

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
—Avram Garrisson, Leader of the Knights of Stromgald

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.
2/1