



**Card name :** Vodalian Knights

**Mana Cost :**  <sup>1</sup>

**Types :** Creature - Merfolk Knight

**Card Text :** First strike

Vodalian Knights can't attack unless defending player controls an Island.

When you control no Islands, sacrifice Vodalian Knights.

 : Vodalian Knights gains flying until end of turn.

**P/T :** 2 / 2

**Expansion :**   
[Fallen Empires](#)

**Rarity :** Rare