Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast

Squad Commander 3



Creature — Kor Warrior

When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN Ekaterina Burmak
™ & © 2020 Wizards of the Coast