

Amphin Mutineer

3



Creature — Salamander Pirate



When Amphin Mutineer enters the battlefield, exile up to one target non-Salamander creature. That creature's controller creates a 4/3 blue Salamander Warrior creature token.

Encore 4 (4, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3



R 0095

MKC • EN



NICHOLAS GREGORY

™ & © 2024 Wizards of the Coast

Amphin Mutineer

3



Creature — Salamander Pirate



When Amphin Mutineer enters the battlefield, exile up to one target non-Salamander creature. That creature's controller creates a 4/3 blue Salamander Warrior creature token.

Encore 4 (4, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3



R 0095

MKC • EN



NICHOLAS GREGORY

™ & © 2024 Wizards of the Coast

Amphin Mutineer

3



Creature — Salamander Pirate



When Amphin Mutineer enters the battlefield, exile up to one target non-Salamander creature. That creature's controller creates a 4/3 blue Salamander Warrior creature token.

Encore 4 (4, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3



R 0095

MKC • EN



NICHOLAS GREGORY

™ & © 2024 Wizards of the Coast

Amphin Mutineer

3



Creature — Salamander Pirate



When Amphin Mutineer enters the battlefield, exile up to one target non-Salamander creature. That creature's controller creates a 4/3 blue Salamander Warrior creature token.

Encore 4 (4, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3



R 0095

MKC • EN



NICHOLAS GREGORY

™ & © 2024 Wizards of the Coast