Kamahl, Fist of Krosa {4}{G}{G}



Legendary Creature — Human Druid

{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.

{2}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Illus. Matthew D. Wilson

™ & © 2023 Wizards of the Coast 344

4/3

Kamahl, Fist of Krosa {4}{G}{G}

Legendary Creature — Human Druid

{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.

{2}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Illus. Matthew D. Wilson

™ & © 2023 Wizards of the Coast 344

4/3

Kamahl, Fist of Krosa {4}{G}{G}

Legendary Creature — Human Druid

{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.

{2}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Illus. Matthew D. Wilson

™ & © 2023 Wizards of the Coast 344

4/3

Kamahl, Fist of Krosa {4}{G}{G}

Legendary Creature — Human Druid

{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.

{2}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Illus. Matthew D. Wilson

™ & © 2023 Wizards of the Coast 344

4/3