Khârn the Betrayer 3



Legendary Creature — Astartes Berserker

Berzerker — Khârn the Betrayer attacks or blocks each combat if able.

Sigil of Corruption — When you lose control of Khârn the Betrayer, draw two cards.

The Betrayer — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.

5/1

079/168 R
40K★EN ➢ Kekai Kotaki

© GW
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3



Legendary Creature — Astartes Berserker

Berzerker — Khârn the Betrayer attacks or blocks each combat if able.

Sigil of Corruption — When you lose control of Khârn the Betrayer, draw two cards.

The Betrayer — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.

5/1

079/168 R
40K★EN ➢ Kekai Kotaki

© GW
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3



Legendary Creature — Astartes Berserker

Berzerker — Khârn the Betrayer attacks or blocks each combat if able.

Sigil of Corruption — When you lose control of Khârn the Betrayer, draw two cards.

The Betrayer — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.

5/1

079/168 R
40K★EN ➢ Kekai Kotaki

© GW
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3



Legendary Creature — Astartes Berserker

Berzerker — Khârn the Betrayer attacks or blocks each combat if able.

Sigil of Corruption — When you lose control of Khârn the Betrayer, draw two cards.

The Betrayer — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.

5/1

079/168 R
40K★EN ➢ Kekai Kotaki

© GW
™ & © 2022 Wizards of the Coast