
Karfell Kennel-Master
4
Creature — Zombie Berserker
When Karfell Kennel-Master enters the battlefield, up to two target creatures each get +1/+0 and gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)
Trapped in a realm of dead flesh and scarce hunting, the ravenous wolves of Karfell follow the Dread Marn to warm game.
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