Kamahl, Heart of Krosa



Legendary Creature — Human Druid

At the beginning of combat on your turn, creatures you control get +3/+3 and gain trample until end of turn.

1 : Until end of turn, target land you control becomes a 1/1 Elemental creature with vigilance, indestructible, and haste. It's still a land.

Partner *(You can have two commanders if both have partner.)*

5/5

237/361 M
CMR • EN Kekai Kotaki

™ & © 2020 Wizards of the Coast

Kamahl, Heart of Krosa



Legendary Creature — Human Druid

At the beginning of combat on your turn, creatures you control get +3/+3 and gain trample until end of turn.

1 : Until end of turn, target land you control becomes a 1/1 Elemental creature with vigilance, indestructible, and haste. It's still a land.

Partner *(You can have two commanders if both have partner.)*

5/5

237/361 M
CMR • EN Kekai Kotaki

™ & © 2020 Wizards of the Coast

Kamahl, Heart of Krosa



Legendary Creature — Human Druid

At the beginning of combat on your turn, creatures you control get +3/+3 and gain trample until end of turn.

1 : Until end of turn, target land you control becomes a 1/1 Elemental creature with vigilance, indestructible, and haste. It's still a land.

Partner *(You can have two commanders if both have partner.)*

5/5

237/361 M
CMR • EN Kekai Kotaki

™ & © 2020 Wizards of the Coast

Kamahl, Heart of Krosa



Legendary Creature — Human Druid

At the beginning of combat on your turn, creatures you control get +3/+3 and gain trample until end of turn.

1 : Until end of turn, target land you control becomes a 1/1 Elemental creature with vigilance, indestructible, and haste. It's still a land.

Partner *(You can have two commanders if both have partner.)*

5/5

237/361 M
CMR • EN Kekai Kotaki

™ & © 2020 Wizards of the Coast