Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller



Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249

Kragma Warcaller

Creature — Minotaur Warrior

Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

2/3

Gabor Szikszai

™ & © 2013 Wizards of the Coast 195/249