
Kaya, Spirits' Justice
Legendary Planeswalker — Kaya
Whenever one or more creatures you control and/or creature cards in your graveyard are put into exile, you may choose a creature card from among them. Until end of turn, target token you control becomes a copy of it, except it has flying.
+2: Surveil 2, then exile a card from a graveyard.
+1: Create a 1/1 white and black Spirit creature token with flying.
−2: Exile target creature you control. For each other player, exile up to one target creature that player controls.
3
M 0335
MKM • EN
Fay Dalton
™ & © 2024 Wizards of the Coast


Kaya, Spirits' Justice
Legendary Planeswalker — Kaya
Whenever one or more creatures you control and/or creature cards in your graveyard are put into exile, you may choose a creature card from among them. Until end of turn, target token you control becomes a copy of it, except it has flying.
+2: Surveil 2, then exile a card from a graveyard.
+1: Create a 1/1 white and black Spirit creature token with flying.
−2: Exile target creature you control. For each other player, exile up to one target creature that player controls.
3
M 0335
MKM • EN
Fay Dalton
™ & © 2024 Wizards of the Coast


Kaya, Spirits' Justice
Legendary Planeswalker — Kaya
Whenever one or more creatures you control and/or creature cards in your graveyard are put into exile, you may choose a creature card from among them. Until end of turn, target token you control becomes a copy of it, except it has flying.
+2: Surveil 2, then exile a card from a graveyard.
+1: Create a 1/1 white and black Spirit creature token with flying.
−2: Exile target creature you control. For each other player, exile up to one target creature that player controls.
3
M 0335
MKM • EN
Fay Dalton
™ & © 2024 Wizards of the Coast


Kaya, Spirits' Justice
Legendary Planeswalker — Kaya
Whenever one or more creatures you control and/or creature cards in your graveyard are put into exile, you may choose a creature card from among them. Until end of turn, target token you control becomes a copy of it, except it has flying.
+2: Surveil 2, then exile a card from a graveyard.
+1: Create a 1/1 white and black Spirit creature token with flying.
−2: Exile target creature you control. For each other player, exile up to one target creature that player controls.
3
M 0335
MKM • EN
Fay Dalton
™ & © 2024 Wizards of the Coast