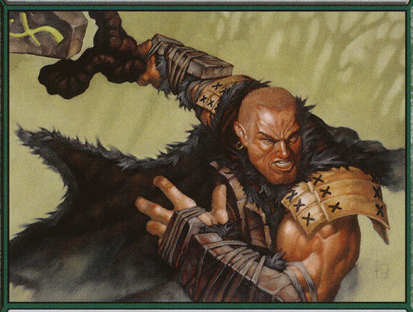
Kamahl, Fist of Krosa 4🌳🌳



Legendary Creature — Human Druid

🌳: Target land becomes a 1/1 creature until end of turn. It's still a land.

2🌳🌳🌳: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Matthew D. Wilson

4/3

™ & © 1993-2010 Wizards of the Coast LLC 61/150

Kamahl, Fist of Krosa 4🌳🌳

Legendary Creature — Human Druid

🌳: Target land becomes a 1/1 creature until end of turn. It's still a land.

2🌳🌳🌳: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Matthew D. Wilson

4/3

™ & © 1993-2010 Wizards of the Coast LLC 61/150

Kamahl, Fist of Krosa 4🌳🌳

Legendary Creature — Human Druid

🌳: Target land becomes a 1/1 creature until end of turn. It's still a land.

2🌳🌳🌳: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Matthew D. Wilson

4/3

™ & © 1993-2010 Wizards of the Coast LLC 61/150

Kamahl, Fist of Krosa 4🌳🌳

Legendary Creature — Human Druid

🌳: Target land becomes a 1/1 creature until end of turn. It's still a land.

2🌳🌳🌳: Creatures you control get +3/+3 and gain trample until end of turn.

"My mind has changed. My strength has not."

Matthew D. Wilson

4/3

™ & © 1993-2010 Wizards of the Coast LLC 61/150