
Kamahl, Heart of Krosa
6
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.)
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CMR★EN Kekai Kotaki
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