

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 • EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 : EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 : EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 • EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 : EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator

1 2

Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
175 EN KURBAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator

1

Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

3/1

R 0569
#25, 1 EN
© KURBAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1



Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

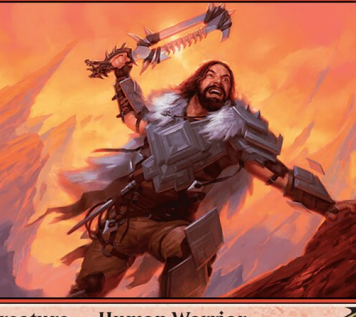
R 0569
#25, 1 EN

KURBAN YANNER

3/1

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 • EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator

1



Creature — Human Warrior



Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569

J25 • EN



TM & © 2024 Wizards of the Coast

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 : EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 • EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator

1

2

Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

3/1

Kargan Intimidator

1

2



Creature — Human Warrior




Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569

J25 • EN • KIERAN YANNER



3/1

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1

Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
#75 • EN

KURBAN YANNER

3/1

TM & © 2024 Wizards of the Coast

Kargan Intimidator

1

Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

3/1

Kargan Intimidator 1



Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

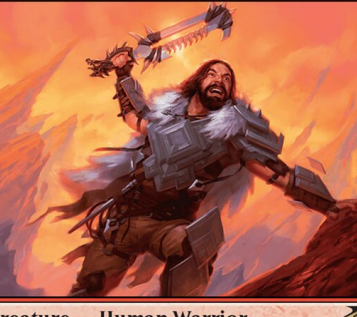
R 0569
#25, 1 EN

KURBAN YANNER

3/1

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1 2



Creature — Human Warrior [Green Dragon Icon]

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 • EN KIERAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 • EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator

1





Creature — Human Warrior



Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

3/1



R 0569
J25 : EN KIERAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 • EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator

1

2

Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569

#25 • EN

KIERAN YANNER

3/1

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
J25 : EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1



Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
#75 • EN

KURBAN YANNER

TM & © 2024 Wizards of the Coast

3/1

Kargan Intimidator 1 



Creature — Human Warrior 

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

R 0569
#25, 1 EN  KIERAN YANNER

TM & © 2024 Wizards of the Coast

Kargan Intimidator 1



Creature — Human Warrior

Cowards can't block Warriors.

1: Choose one that hasn't been chosen this turn —

- Kargan Intimidator gets +1/+1 until end of turn.
- Target creature becomes a Coward until end of turn.
- Target Warrior gains trample until end of turn.

3/1