## Khârn the Betrayer 3



Legendary Creature — Astartes Berserker

*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.

*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.

*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.

5/1

079/168 R
40K • EN Kekai Kotaki

™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast

Khârn the Betrayer 3
Legendary Creature — Astartes Berserker
*Berzerker* — Khârn the Betrayer attacks or blocks each combat if able.
*Sigil of Corruption* — When you lose control of Khârn the Betrayer, draw two cards.
*The Betrayer* — If damage would be dealt to Khârn the Betrayer, prevent that damage and an opponent of your choice gains control of it.
5/1
079/168 R
40K • EN Kekai Kotaki
™ & © 2022 Wizards of the Coast