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."

4/3

166/261 M
DMR • EN
Matthew D. Wilson

™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast

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."
4/3
166/261 M
DMR • EN
Matthew D. Wilson
™ & © 2023 Wizards of the Coast