Kangee's Lieutenant {2}{W}



Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast

Kangee's Lieutenant {2}{W}

Creature — Bird Soldier

Flying

Whenever Kangee's Lieutenant attacks, attacking creatures with flying get +1/+1 until end of turn.

Encore {5}{W} *({5}{W}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)*

1/1

026/361 U
CMR • EN
Randy Vargas

™ & © 2020 Wizards of the Coast