

Squad Commander

3*



Creature — Kor Warrior



When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party.
(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN • EKATERINA BURMAK

™ & © 2020 Wizards of the Coast

Squad Commander

3*



Creature — Kor Warrior



When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party.
(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN • EKATERINA BURMAK

™ & © 2020 Wizards of the Coast

Squad Commander

3*



Creature — Kor Warrior



When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party.
(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN • EKATERINA BURMAK

™ & © 2020 Wizards of the Coast

Squad Commander

3*



Creature — Kor Warrior



When Squad Commander enters the battlefield, create a 1/1 white Kor Warrior creature token for each creature in your party.
(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

At the beginning of combat on your turn, if you have a full party, creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

041/280 R
ZNR • EN • EKATERINA BURMAK

™ & © 2020 Wizards of the Coast