Kargan Intimidator



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

145/280 R
ZNR • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Kargan Intimidator

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

145/280 R
ZNR • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Kargan Intimidator

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

145/280 R
ZNR • EN Kieran Yanner

™ & © 2020 Wizards of the Coast

Kargan Intimidator



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

145/280 R
ZNR • EN Kieran Yanner

™ & © 2020 Wizards of the Coast