Kolaghan Forerunners



Creature — Human Berserker

Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*

*/3

144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast

Kolaghan Forerunners
Creature — Human Berserker
Trample
Kolaghan Forerunners's power is equal to the number of creatures you control.
Dash 2 *(You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)*
*/3
144/264 U
DTK • EN Jason A. Engle
™ & © 2015 Wizards of the Coast