Keldon Strike Team



Creature — Human Warrior

Kicker 1 ✱ *(You may pay an additional 1 ✱ as you cast this spell.)*

When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.

As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.

3/1

136/281 C
DMU • EN
Iosu Hernaiz

™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team



Creature — Human Warrior

Kicker 1 ✱ *(You may pay an additional 1 ✱ as you cast this spell.)*

When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.

As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.

3/1

136/281 C
DMU • EN
Iosu Hernaiz

™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team



Creature — Human Warrior

Kicker 1 ✱ *(You may pay an additional 1 ✱ as you cast this spell.)*

When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.

As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.

3/1

136/281 C
DMU • EN
Iosu Hernaiz

™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team



Creature — Human Warrior

Kicker 1 ✱ *(You may pay an additional 1 ✱ as you cast this spell.)*

When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.

As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.

3/1

136/281 C
DMU • EN
Iosu Hernaiz

™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast

Keldon Strike Team 2
Creature — Human Warrior
Kicker 1 ✱ (You may pay an additional 1 ✱ as you cast this spell.)
When Keldon Strike Team enters the battlefield, if it was kicked, create two 1/1 white Soldier creature tokens.
As long as Keldon Strike Team entered the battlefield this turn, creatures you control have haste.
3/1
136/281 C DMU • EN Iosu Hernaiz ™ & © 2022 Wizards of the Coast