Krark, the Thumbless 1



Legendary Creature — Goblin Wizard

Whenever you cast an instant or sorcery spell, flip a coin. If you lose the flip, return that spell to its owner's hand. If you win the flip, copy that spell, and you may choose new targets for the copy.

Partner *(You can have two commanders if both have partner.)*

"Double or nothing."

2/2

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