Kraken Hatchling



Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249

Kraken Hatchling

Creature — Kraken

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Jason Felix

0/4

™ & © 1993–2009 Wizards of the Coast LLC 50/249