Kraul Harpooner



Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner

Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner

Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner



Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner

Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner

Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner



Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner

Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast

Kraul Harpooner

Creature — Insect Warrior

Reach

Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.

3/2

683 U
J22 • EN ✒ Key Walker

™ & © 2022 Wizards of the Coast