
Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast

Krark, the Thumbless
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
574 R
CMR ★ EN
Mathias Kollros
™ & © 2020 Wizards of the Coast