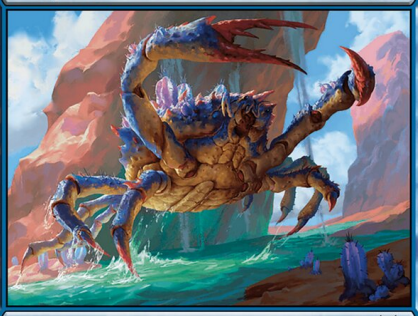
Canyon Crab

1



Creature — Crab

1: Canyon Crab gets +2/-2 until end of turn.

At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card, then discard a card.

They cluster near shallow river crossings, blending into the rocks, waiting for unsuspecting travelers to step within range of their claws.

0/5

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