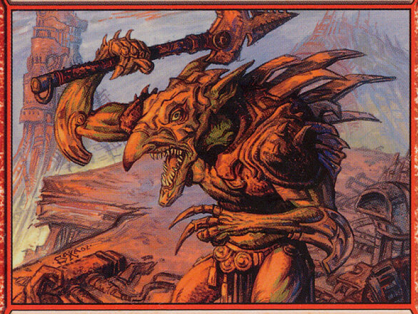
Krark-Clan Grunt 2R



Creature — Goblin Warrior

Sacrifice an artifact: Krark-Clan Grunt gets +1/+0 and gains first strike until end of turn.

The more weapons a goblin breaks in battle, the more respected he becomes.

Thomas M. Baxa

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 97/30

Krark-Clan Grunt 2R

Creature — Goblin Warrior

Sacrifice an artifact: Krark-Clan Grunt gets +1/+0 and gains first strike until end of turn.

The more weapons a goblin breaks in battle, the more respected he becomes.

Thomas M. Baxa

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 97/30

Krark-Clan Grunt 2R

Creature — Goblin Warrior

Sacrifice an artifact: Krark-Clan Grunt gets +1/+0 and gains first strike until end of turn.

The more weapons a goblin breaks in battle, the more respected he becomes.

Thomas M. Baxa

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 97/30

Krark-Clan Grunt 2R

Creature — Goblin Warrior

Sacrifice an artifact: Krark-Clan Grunt gets +1/+0 and gains first strike until end of turn.

The more weapons a goblin breaks in battle, the more respected he becomes.

Thomas M. Baxa

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 97/30