**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1

**Riot Piker** 1 R



**Creature — Goblin Berserker**

First strike
Riot Piker attacks each turn if able.
*He doesn't care whether he's rioting about trade rights or just having a drunken brawl. He wakes up every morning eager to smash some heads.*

Christopher Moeller
™ & © 2013 Wizards of the Coast 37/156
2/1