**Gruul Signet** {2}



Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}



Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}



Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}



Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast

**Gruul Signet** {2}

Artifact

{1}, {T}: Add {R}{G} to your mana pool.

*Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.*

256/351 C
C16 • EN
Efrem Palacios

™ & © 2016 Wizards of the Coast