Gristle Grinner 4



Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4



Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4



Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4



Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.

"There it was, clawing the ice as it chittered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
—Aevar Borg, northern guide, journal entry

Dave Allsop

3/3

™ & © 1993–2006 Wizards of the Coast, Inc. 59/155