Furnace Whelp {2}{R}{R}



Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}



Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}



Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}



Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318

Furnace Whelp {2}{R}{R}

Creature — Dragon

Flying

{R}: Furnace Whelp gets +1/+0 until end of turn.

Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?

Matt Cavotta

2/2

™ & © 1993-2011 Wizards of the Coast LLC 234318