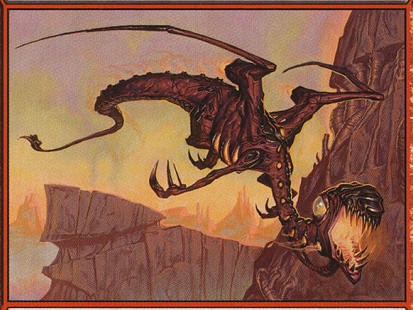
**Furnace Whelp** 2RR



**Creature — Dragon** X

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

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

™ & © 1993–2007 Wizards of the Coast, Inc. 205/383

**Furnace Whelp** 2RR

**Creature — Dragon** X

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

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

™ & © 1993–2007 Wizards of the Coast, Inc. 205/383

**Furnace Whelp** 2RR

**Creature — Dragon** X

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

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

™ & © 1993–2007 Wizards of the Coast, Inc. 205/383

**Furnace Whelp** 2RR

**Creature — Dragon** X

Flying *(This creature can't be blocked except by creatures with flying or reach.)*

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

™ & © 1993–2007 Wizards of the Coast, Inc. 205/383