Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast

Beetleback Chief 2RR

Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, put two 1/1 red Goblin creature tokens onto the battlefield.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

119/249 U
EMA • EN Wayne England

™ & © 2016 Wizards of the Coast