Fire Drake {1}{R}{R}



Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}



Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}



Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}



Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2

Fire Drake {1}{R}{R}

Summon Drake

Flying

{R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

Illus. Christopher Rush

©1997 Wizards of the Coast, Inc. All rights reserved.

1/2