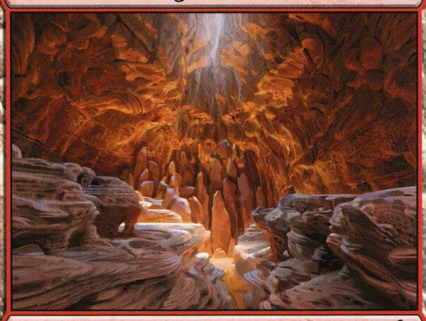
Den of the Bugbear



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

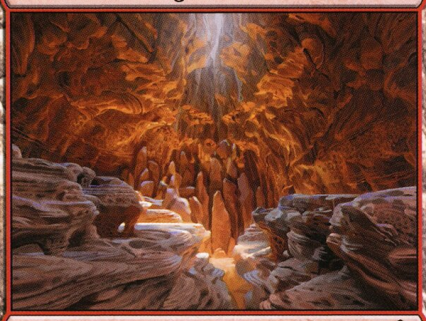
{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

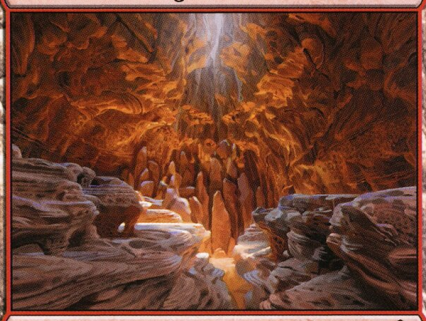
{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

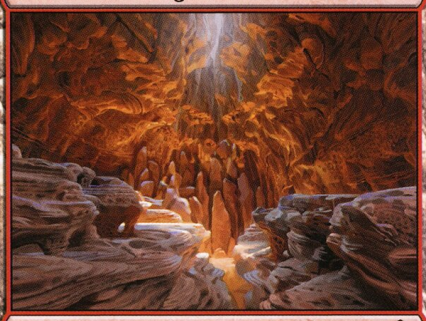
{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast

Den of the Bugbear

Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN
Johannes Voss

™ & © 2021 Wizards of the Coast