Dragon Fodder 1



Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1



Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1



Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1



Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249

Dragon Fodder 1

Sorcery

Put two 1/1 red Goblin creature tokens into play.

Goblins journey to the sacrificial peaks in pairs so that the rare survivor might be able to relate the details of the other's grisly demise.

Jaime Jones

™ & © 1993–2008 Wizards of the Coast, Inc. 97/249