Skirk Fire Marshal 3RR



Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR



Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR



Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR



Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62

Skirk Fire Marshal 3RR

Creature — Goblin

Protection from red

Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

He's boss because he's smart enough to get out of the way.

Greg & Tim Hildebrandt

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 50/62