Siege-Gang Commander 3



Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast

Siege-Gang Commander 3

Creature — Goblin

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

2/2

147/249 R
EMA • EN Lucio Parrillo

™ & © 2016 Wizards of the Coast