Mogg Alarm 1RR



Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143

Mogg Alarm 1RR

Sorcery

You may sacrifice two mountains instead of paying Mogg Alarm's mana cost.

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

They make mountains into mogg holes.

Illus. Dave Dorman

©1993–2000 Wizards of the Coast, Inc. 93/143