

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Jim Nelson

© 1993-2003 Wizards of the Coast, Inc. 233/236

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1

Sparksmith

1



Creature — Goblin



☞: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Wallpaper

Jim Nelson

1/1