

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

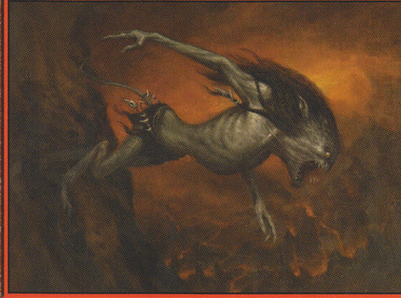
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

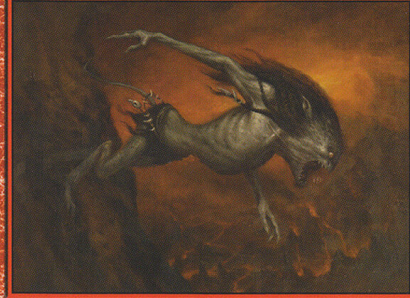
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

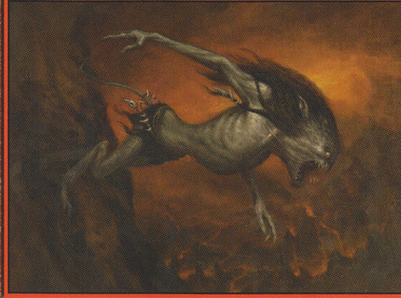
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

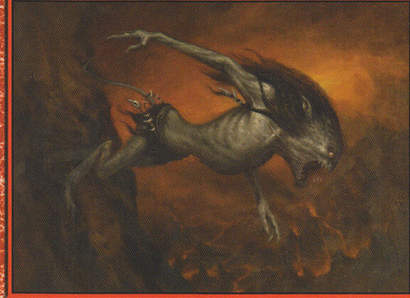
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

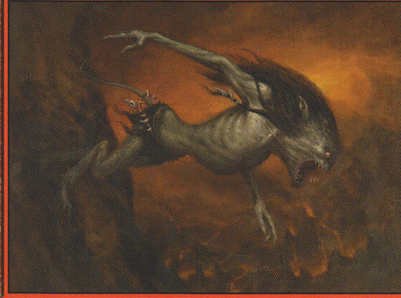
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

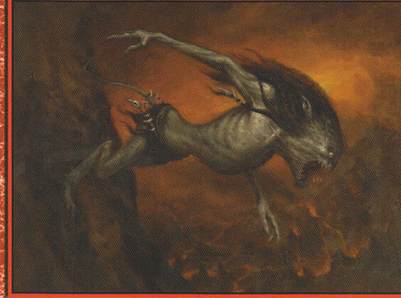
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

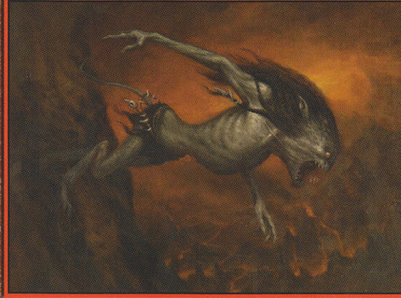
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

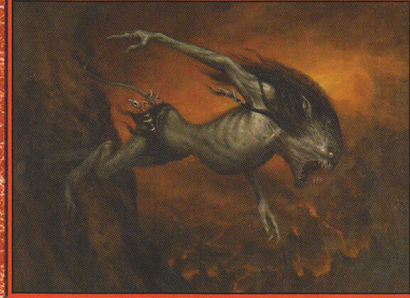
Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249

Goblin Mountaineer



Creature — Goblin Scout



Mountainwalk

Goblin lairs sit high in Jund's mountains. This gives the goblins easy access to the sacrificial peaks above and lets them build up a head of steam before attacking prey down below.

— Michael Ryan

1/1

© & © 1993-2008 Wizards of the Coast, Inc. 102/249