**Wandering Goblins** {2}{R}



**Creature — Goblin Warrior**

*Domain* — {3}: Wandering Goblins gets +1/+0 until end of turn for each basic land type among lands you control.

*Tired of waiting for a dragon to eat them, some hardy goblins struck out to become meals for the unknown.*

0/3

Illus. Karl Kopinski

™ & © 1993-2009 Wizards of the Coast, Inc. 76/145