

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3

Wandering Goblins

2



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.

— Karl Kopinski

0/3