Rise of the Hobgoblins



Enchantment

When Rise of the Hobgoblins comes into play, you may pay X. If you do, put X 1/1 red and white Goblin Soldier creature tokens into play.

R/W: Red creatures and white creatures you control gain first strike until end of turn.

A river even the merrow dare not cross.

Jeff Miracola

™ & © 1993-2008 Wizards of the Coast, Inc. 145/180

Rise of the Hobgoblins

Enchantment

When Rise of the Hobgoblins comes into play, you may pay X. If you do, put X 1/1 red and white Goblin Soldier creature tokens into play.

R/W: Red creatures and white creatures you control gain first strike until end of turn.

A river even the merrow dare not cross.

Jeff Miracola

™ & © 1993-2008 Wizards of the Coast, Inc. 145/180

Rise of the Hobgoblins

Enchantment

When Rise of the Hobgoblins comes into play, you may pay X. If you do, put X 1/1 red and white Goblin Soldier creature tokens into play.

R/W: Red creatures and white creatures you control gain first strike until end of turn.

A river even the merrow dare not cross.

Jeff Miracola

™ & © 1993-2008 Wizards of the Coast, Inc. 145/180

Rise of the Hobgoblins

Enchantment

When Rise of the Hobgoblins comes into play, you may pay X. If you do, put X 1/1 red and white Goblin Soldier creature tokens into play.

R/W: Red creatures and white creatures you control gain first strike until end of turn.

A river even the merrow dare not cross.

Jeff Miracola

™ & © 1993-2008 Wizards of the Coast, Inc. 145/180