Goblin Matron 2R



Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R



Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R



Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R



Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1

Goblin Matron 2R

Summon Goblin

When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

There's always room for one more.

Illus. DiTerlizzi
©1993–1998 Wizards of the Coast, Inc. 191/350

1/1