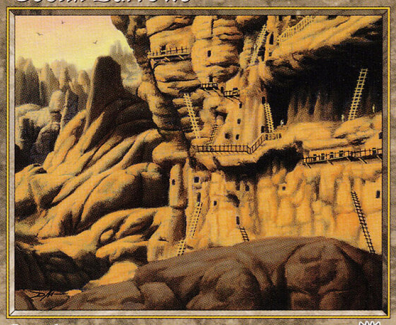
Goblin Burrows

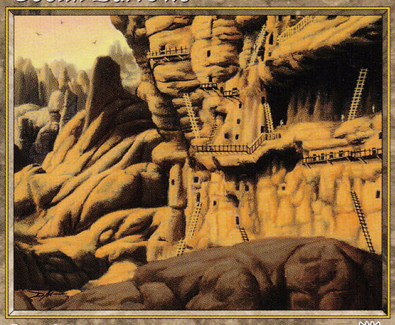


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

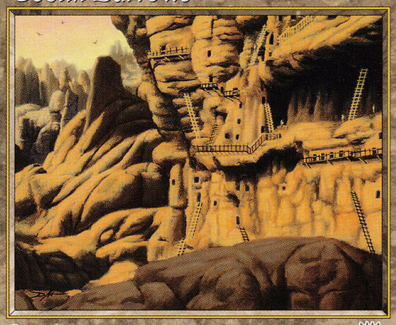


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

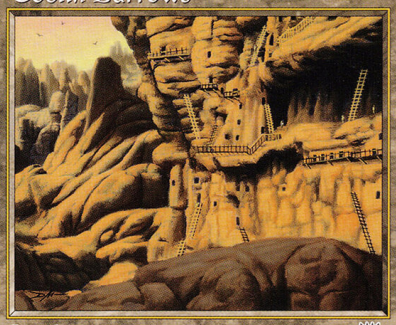


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

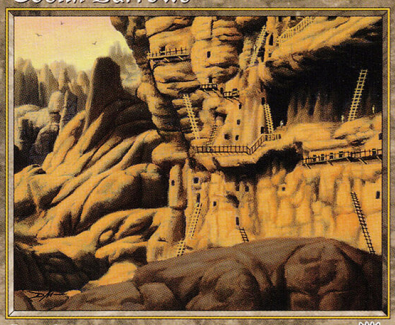


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

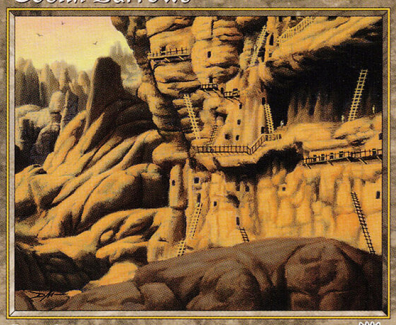


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

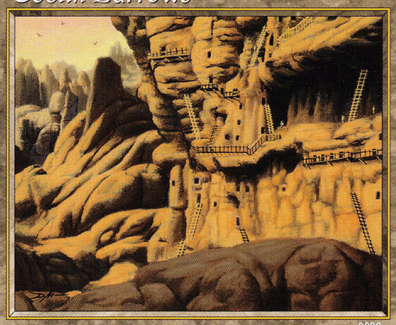


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

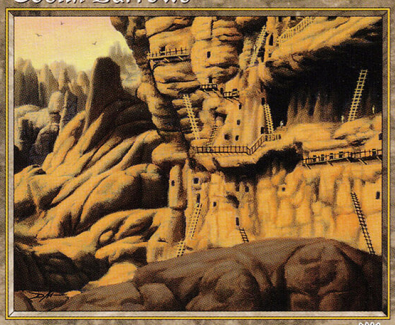


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

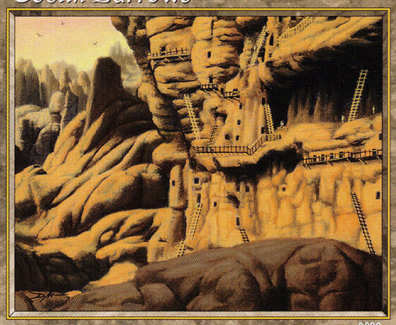


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

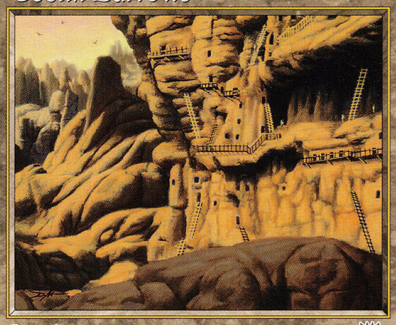


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

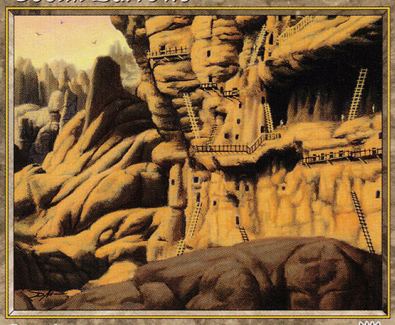


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

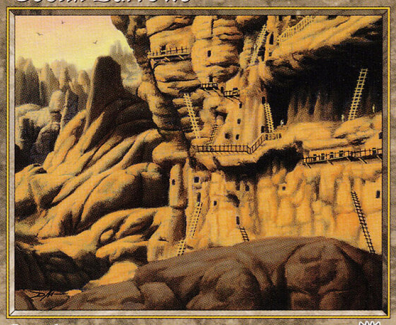


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

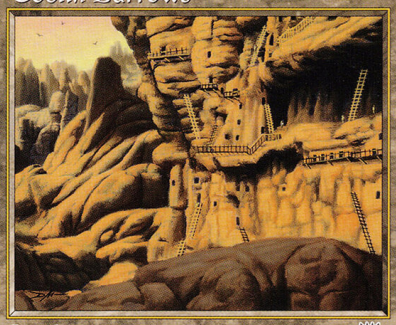


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

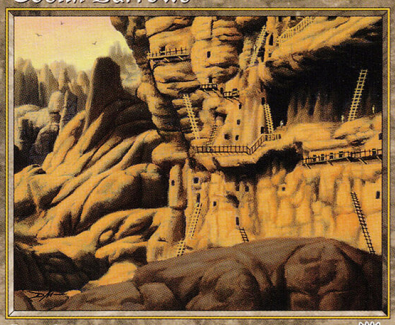


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

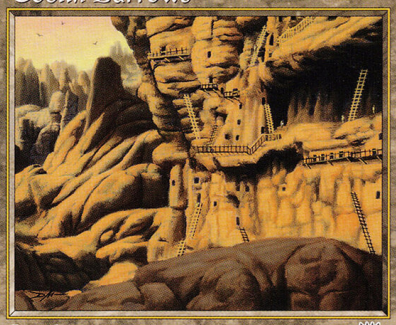


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

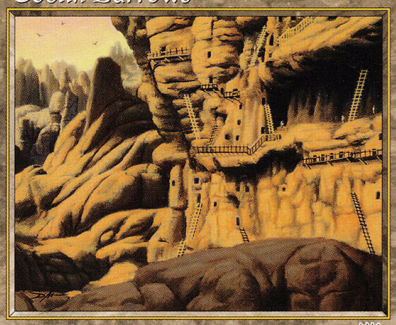


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

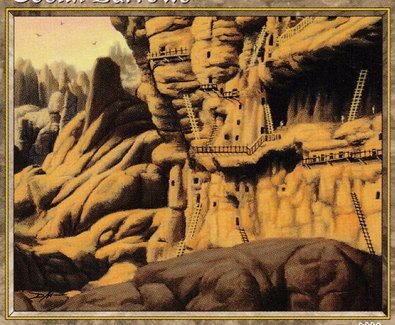


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

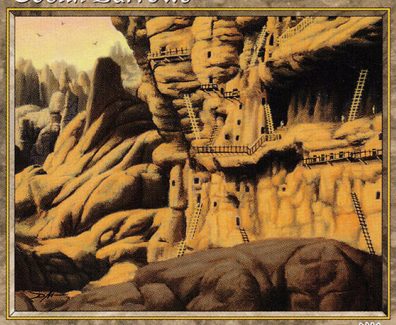


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

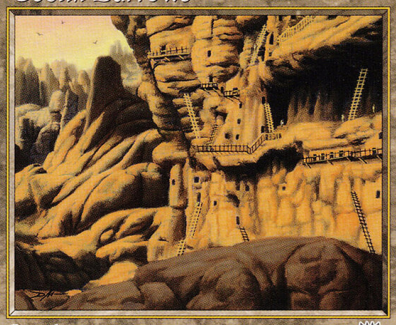


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

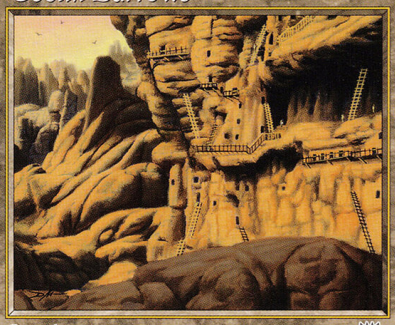


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

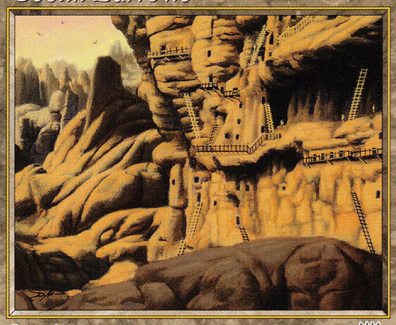


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

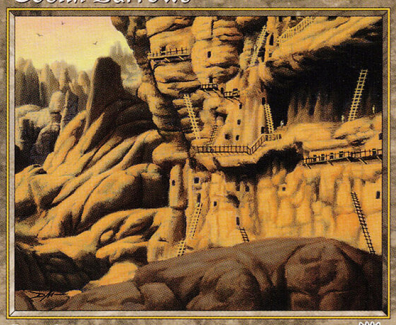


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

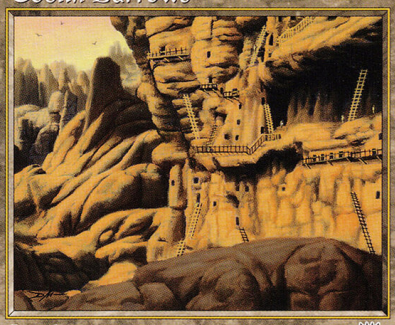


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

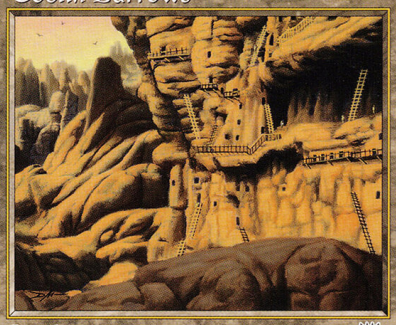


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

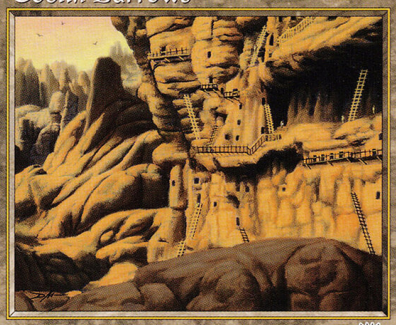


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

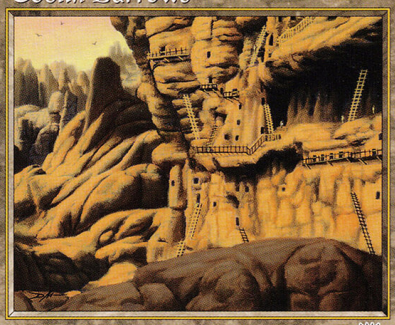


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

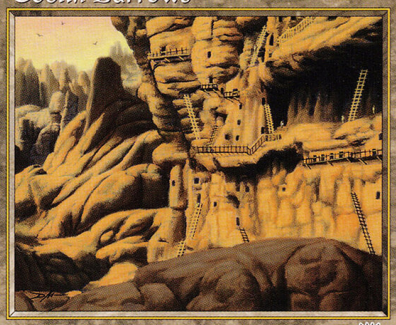


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

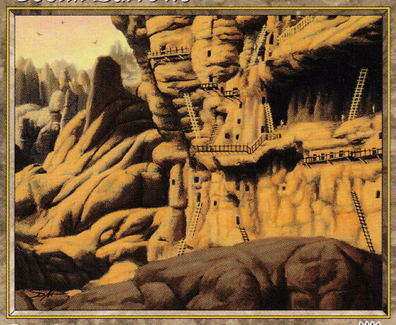


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

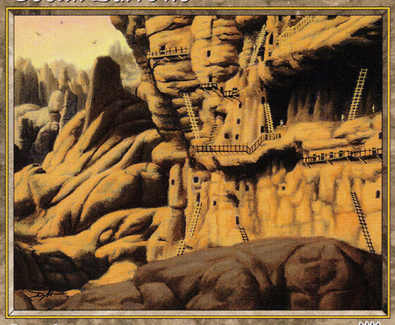


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

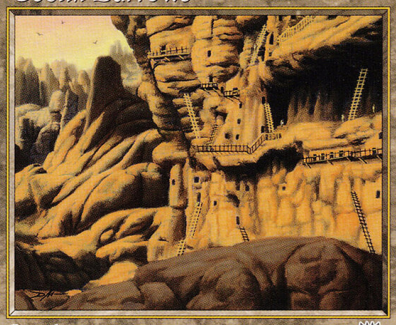


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

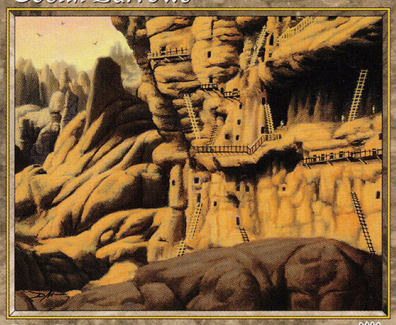


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

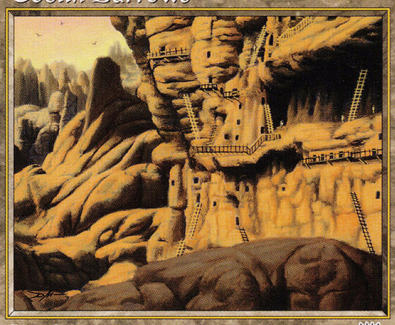


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

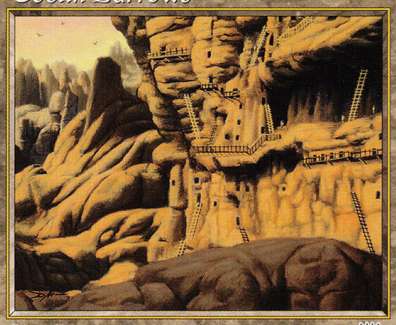


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

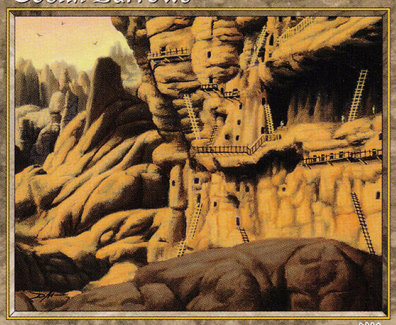


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

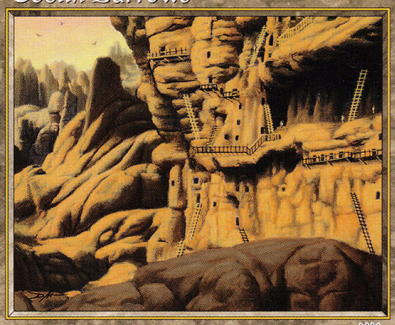


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows

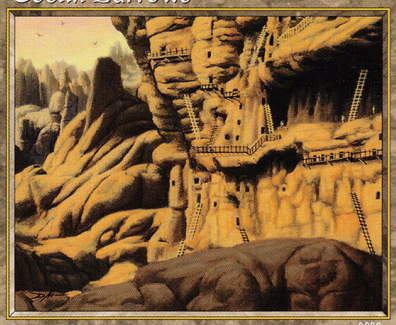


Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350

Goblin Burrows



Land

{T}: Add {1} to your mana pool.
{1}{R}, {T}: Target Goblin gets +2/+0 until end of turn.

Illus. David Martin
™ & © 1993-2002 Wizards of the Coast, Inc. 318/350