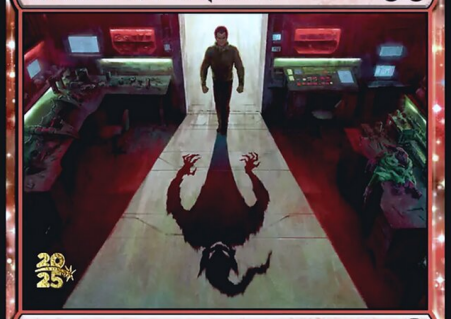
Shadow of the Goblin 1



Enchantment

Unreliable Visions — At the beginning of your first main phase, discard a card. If you do, draw a card.

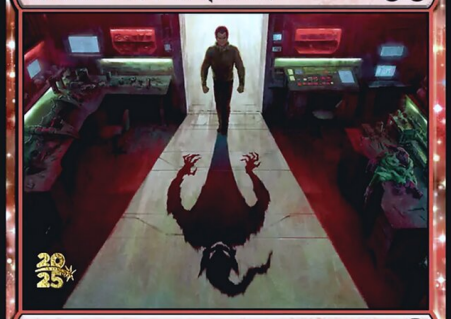
Undying Vengeance — Whenever you play a land or cast a spell from anywhere other than your hand, this enchantment deals 1 damage to each opponent.

"It's time, Harry. Take the mask and avenge me."

R 0087
SPM ★ EN ✒ Pavel Kolomeyets

© MARVEL
™ & © 2025 Wizards of the Coast

Shadow of the Goblin 1



Enchantment

Unreliable Visions — At the beginning of your first main phase, discard a card. If you do, draw a card.

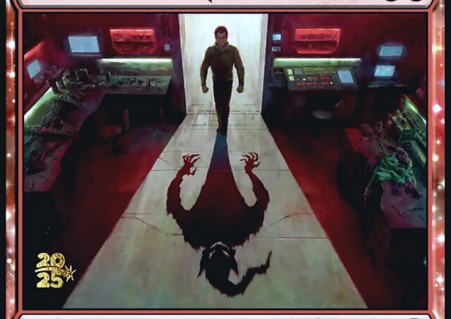
Undying Vengeance — Whenever you play a land or cast a spell from anywhere other than your hand, this enchantment deals 1 damage to each opponent.

"It's time, Harry. Take the mask and avenge me."

R 0087
SPM ★ EN ✒ Pavel Kolomeyets

© MARVEL
™ & © 2025 Wizards of the Coast

Shadow of the Goblin 1



Enchantment

Unreliable Visions — At the beginning of your first main phase, discard a card. If you do, draw a card.

Undying Vengeance — Whenever you play a land or cast a spell from anywhere other than your hand, this enchantment deals 1 damage to each opponent.

"It's time, Harry. Take the mask and avenge me."

R 0087
SPM ★ EN ✒ Pavel Kolomeyets

© MARVEL
™ & © 2025 Wizards of the Coast

Shadow of the Goblin 1



Enchantment

Unreliable Visions — At the beginning of your first main phase, discard a card. If you do, draw a card.

Undying Vengeance — Whenever you play a land or cast a spell from anywhere other than your hand, this enchantment deals 1 damage to each opponent.

"It's time, Harry. Take the mask and avenge me."

R 0087
SPM ★ EN ✒ Pavel Kolomeyets

© MARVEL
™ & © 2025 Wizards of the Coast