Goblin King 1 2 2



Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2



Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2



Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2



Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

Goblin King 1 2 2

Summon Lord

All Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2