Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1

Festering Goblin



Creature — Zombie Goblin

When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

In life, it was a fetid, disease-ridden thing. In death, not much changed.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 148/350
1/1