Goblin Shrine 1RR



Enchant Land

As long as target land is a mountain, all Goblins get +1/+0. If Goblin Shrine leaves play, it deals 1 damage to each Goblin.
*"I knew it weren't no ordinary pile of—you know." —Norin the Wary*

Illus. Ron Spencer
©1995 Wizards of the Coast, Inc. All rights reserved.

Goblin Shrine 1RR



Enchant Land

As long as target land is a mountain, all Goblins get +1/+0. If Goblin Shrine leaves play, it deals 1 damage to each Goblin.
*"I knew it weren't no ordinary pile of—you know." —Norin the Wary*

Illus. Ron Spencer
©1995 Wizards of the Coast, Inc. All rights reserved.

Goblin Shrine 1RR



Enchant Land

As long as target land is a mountain, all Goblins get +1/+0. If Goblin Shrine leaves play, it deals 1 damage to each Goblin.
*"I knew it weren't no ordinary pile of—you know." —Norin the Wary*

Illus. Ron Spencer
©1995 Wizards of the Coast, Inc. All rights reserved.

Goblin Shrine 1RR



Enchant Land

As long as target land is a mountain, all Goblins get +1/+0. If Goblin Shrine leaves play, it deals 1 damage to each Goblin.
*"I knew it weren't no ordinary pile of—you know." —Norin the Wary*

Illus. Ron Spencer
©1995 Wizards of the Coast, Inc. All rights reserved.