Goblin General



Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast

Goblin General

Creature — Goblin Warrior

Whenever Goblin General attacks, Goblin creatures you control get +1/+1 until end of turn.

Lead, follow, or run like crazy.

1/1

165/325 C
VMA • EN
Keith Parkinson

™ & © 2014 Wizards of the Coast