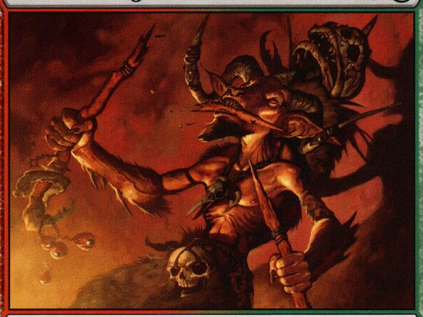
Tattermunge Witch {1}{R/G}



Creature — Goblin Shaman

{R/G}: Each blocked creature gets +1/+0 and gains trample until end of turn.

The Tattermunge gang has no words for the spell that whips their instinctual rage into a frenzy. They only know they like it.

2/1

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MM3 • EN Warren Mahy

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