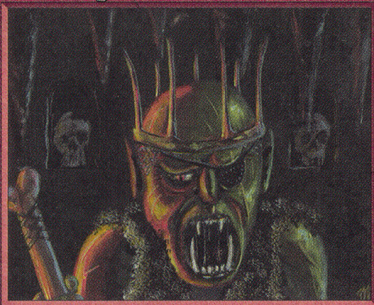


Goblin King

1 2 2



Summon Goblin King

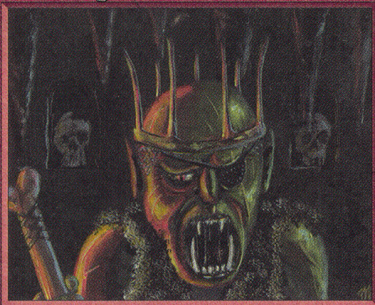
Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors

2/2

Goblin King

1 2 2



Summon Goblin King

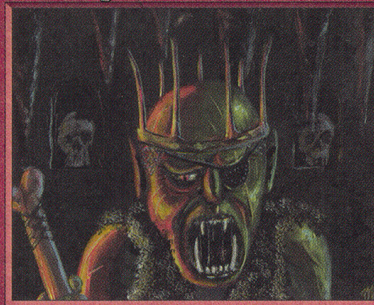
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2/2

Goblin King

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Summon Goblin King

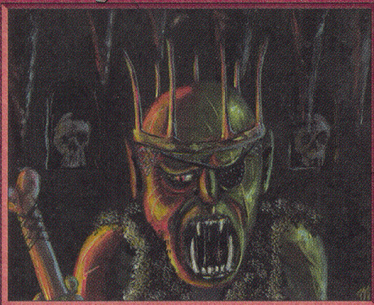
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2/2

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2/2