Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Wizard 2RR



Summon Goblin

R: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
R: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1