

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.

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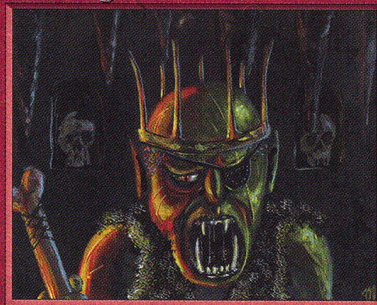
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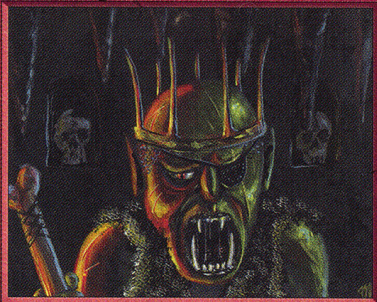
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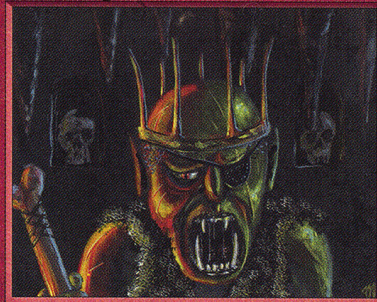
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