

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 : Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast

Goro-Goro, Disciple of Ryusei 1 2



Legendary Creature — Goblin Samurai

2: Creatures you control gain haste until end of turn.

3 22: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature.

2/2

466 R
NEO • EN MIKE JORDANA

™ & © 2022 Wizards of the Coast