



Card name : Rise of the Hobgoblins

Mana Cost : 3

Types : Enchantment

Card Text : When Rise of the Hobgoblins comes into play, you may pay X. If you do, put X 1/1 red and white Goblin Soldier creature tokens into play.
* Red creatures and white creatures you control gain first strike until end of turn.

Expansion : Eventide

Rarity : Rare