



**Card name :** **Goblin Shrine**

**Mana Cost :** <sup>1</sup>  
 

**Types :** Enchantment - Aura

**Card Text :** Enchant land

If enchanted land is a Mountain, Goblin creatures get +1/+0.

When Goblin Shrine leaves play, it deals 1 damage to each Goblin creature.

**Expansion :** <sup>1</sup>  
[The Dark](#)

**Rarity :** Common