

**Goblin Grappler** 2



Creature — Goblin

Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Daru soldiers learned it's better to have a clean death from a sharp blade than to tangle with a goblin's rusted chains.

Illus. Christopher Moeller  
TM & © 1993-2003 Wizards of the Coast, Inc. 100/145

1/1

**Goblin Sledder** 2



Creature — Goblin

Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

"Let's play 'sledd.' Here's how it works: you're the sled."

041/062 C  
EVG • EN • RON SPENCER

TM & © 2014 Wizards of the Coast

1/1

**Goblin Taskmaster** 2



Creature — Goblin

1: Target Goblin gets +1/+0 until end of turn.

Morph 2 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

For some reason, goblin fighting school isn't as crowded on day two.

Illus. Trevor Hairsine  
TM & © 1993-2002 Wizards of the Coast, Inc. 210/350

1/1

**Goblin Brigand** 1 2



Creature — Goblin Warrior

Goblin Brigand attacks each turn if able.

Like a loaded cannon—point and shoot.

Arnie Swekel  
TM & © 1993-2003 Wizards of the Coast, Inc. 100/350

2/2

**Skirk Drill Sergeant** 1 2



Creature — Goblin

Whenever Skirk Drill Sergeant or another Goblin dies, you may pay 2. If you do, reveal the top card of your library. If it's a Goblin permanent card, put it onto the battlefield. Otherwise, put it into your graveyard.

"I order you to volunteer."

049/062 U  
EVG • EN • ALEX HORLEY-ORLANDELLI

TM & © 2014 Wizards of the Coast

2/1

**Skirk Marauder** 1 2



Creature — Goblin

Morph 2 (You may cast this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Skirk Marauder is turned face up, it deals 2 damage to target creature or player.

Pete Ventres  
TM & © 1993-2010 Wizards of the Coast, Inc. 112/350

2/1

**Sparksmith** 1 2



Creature — Goblin

: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

"If it didn't hurt, how would I know it worked?"

Illus. Jim Nelson  
TM & © 1993-2002 Wizards of the Coast, Inc. 235/350

1/1

**Flamestick Courier** 2 2



Creature — Goblin

You may choose not to untap Flamestick Courier during your untap step.

2, : As long as Flamestick Courier remains tapped, target Goblin gets +2/+2 and has haste.

Illus. Luca Zontini  
TM & © 1993-2002 Wizards of the Coast, Inc. 203/350

2/1

**Gempalm Incinerator** 2 2



Placeholder Image

Creature — Goblin

Cycling 1 (1, Discard this card from your hand: Draw a card.)

When you cycle Gempalm Incinerator, you may have it deal X damage to target creature, where X is the number of Goblins in play.

Illus. Luca Zontini  
TM & © 1993-2003 Wizards of the Coast, Inc. 94/145

2/1



**Goblin Sky Raider** 2 2



Creature — Goblin Warrior

Flying (This creature can't be blocked except by creatures with flying.)

The goblin word for "flying" is more accurately translated as "falling slowly."

— Daren Bader

1/2

130/269 U  
DOM • EN • KARL KOPINSKI

**Nosy Goblin** 2 2



Creature — Goblin

♦, Sacrifice Nosy Goblin: Destroy target face-down creature.

To his surprise, Furt discovered that the strange creatures were not at all like bugs.

Illus. Thomas M. Baxa

2/1

150/249 C  
A25 • EN • SŁAWOMIR MANIAK

**Rock Jockey** 2 2



Creature — Goblin

You can't play Rock Jockey if you played a land this turn.

You can't play lands if you played Rock Jockey this turn.

Goblins don't know much about physics, but they know lots about falling and rocks.

Illus. Glen Angus

3/3

042/068 R  
GNT • EN • AARON MILLER

**Goblin Warchief** 1 2 2



Creature — Goblin Warrior

Goblin spells you cast cost 1 less to cast.

Goblins you control have haste.

Not since the days of Pashalik Mons have the Rundvelt goblins been so united or effective.

2/2

130/269 U  
DOM • EN • KARL KOPINSKI

**Skirk Commando** 1 2 2



Creature — Goblin

Whenever Skirk Commando deals combat damage to a player, you may have it deal 2 damage to target creature that player controls.

Morph 2 2 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

2/1

150/249 C  
A25 • EN • SŁAWOMIR MANIAK

**Goblin Psychopath** 3 2



Creature — Goblin Mutant

Whenever Goblin Psychopath attacks or blocks, flip a coin. If you lose the flip, the next time it would deal combat damage this turn, it deals that damage to you instead.

The destruction he causes is nothing next to the chaos in his mind.

Illus. Pete Venters

5/5

150/249 C  
A25 • EN • SŁAWOMIR MANIAK

**Reckless One** 3 2



Creature — Goblin Avatar

Haste

Reckless One's power and toughness are each equal to the number of Goblins on the battlefield.

"Release chaos with me!"

2/2

048/062 U  
EVG • EN • RON SPENCER

**Skirk Volcanist** 3 2



Creature — Goblin

Morph—Sacrifice two mountains. (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Skirk Volcanist is turned face up, it deals 3 damage divided as you choose among any number of target creatures.

Illus. Matt Cavotta

3/1

042/068 R  
GNT • EN • AARON MILLER

**Siege-Gang Commander** 3 2 2



Creature — Goblin

When Siege-Gang Commander enters the battlefield, create three 1/1 red Goblin creature tokens.

1 ♦, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to any target.

"Ready . . . uh . . . fire!"

2/2

042/068 R  
GNT • EN • AARON MILLER



**Goblin War Strike** 



Sorcery 

Goblin War Strike deals damage equal to the number of Goblins you control to target player.

*"Fire, aim, ready!"*

Illus. Pete Venters  
™ & © 1993-2003 Wizards of the Coast, Inc. 96/143

**Carbonize** 



Instant 

Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would die this turn, exile it instead.

*"There's no coming back from that."  
—Jaya Ballard*

122/249 C  
EMA • EN • LAKE HURWITZ  
™ & © 2016 Wizards of the Coast

**Sulfuric Vortex** 



Enchantment 

At the beginning of each player's upkeep, Sulfuric Vortex deals 2 damage to that player.

If a player would gain life, that player gains no life instead.

150/249 R  
EMA • EN • GREG STAPLES  
™ & © 2016 Wizards of the Coast

**Encolerizar** 



Instantáneo 

La criatura objetivo obtiene +X/+0 hasta el final del turno.

*Los bárbaros lo llaman "tocar el alma del dragón".*

Justin Sweet  
™ & © 1993-2010 Wizards of the Coast, Inc. 101/225

**Wave of Indifference** 



Sorcery 

X target creatures can't block this turn.

*"Darius?"  
"Yeah?"  
"There's a goblin sneaking up on you."  
"So?"  
"Just sayin'."*

Illus. Greg & Tim Hildebrandt  
™ & © 1993-2002 Wizards of the Coast, Inc. 243/350

**Mountain**



Basic Land  Mountain 

274/277 L  
VOW • EN • ALAYNA DANNER  
™ & © 2021 Wizards of the Coast

**Forgotten Cave**



Land 

Forgotten Cave comes into play tapped.

: Add  to your mana pool.

Cycling  (, Discard this card from your hand: Draw a card.)

Illus. Tony Szczudlo  
™ & © 1993-2002 Wizards of the Coast, Inc. 317/350

**Goblin Burrows**



Land 

: Add 1 to your mana pool.

1 , : Target Goblin creature gets +2/+0 until end of turn.

David Martin  
™ & © 1993-2007 Wizards of the Coast, Inc. 58/62