









5 Stone Golem
1 Card

Last Breath: Add a non-creature card with "Stone" in the name from your discard to your hand.
(Last Breath: Activate when destroyed by battle or card effect.)



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4 Golem **5**

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3 Shield Goblin
Goblin Protector
(Protector: Must be Attacked before other targets on your side of the field including you. Only Protects certain things if specified.)

"??????" -Sheild Goblin

1 Goblin **5**



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1 Scared Goblin
When this card takes damage search your Deck for a Goblin creature, reveal it, then add it to your hand. Then Shuffle deck.

"(Loud Screaming)" -Scared Goblin

1 Goblin **1**



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"(Loud Screaming)"-Scared Goblin

1 Goblin

4 Rogue Goblin



Sneak
(Sneak: Can not be targeted by cards or attacks till this card has attacked or dealt damage.)

Fast Hand

(Fast Hand: In combat this card deals damage first when attacking.)

"?????"-Rogue Goblin

5 Goblin

2

4 Rogue Goblin



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(Sneak: Can not be targeted by cards or attacks till this card has attacked or dealt damage.)

Fast Hand

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5 Goblin

2

3 Mineral Golem



Material: This card counts as having 5 Ronum.
(Material: Takes effect when being used to play cards from the Forge Deck.)

3 Golem

3 Mineral Golem



Material: This card counts as having 5 Ronum.
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3 Golem



6 Earthquake

2 Cards



All creatures and players take 2 damage. Then all creatures and players become Off Guard.

Caster and creatures they control become unaffected if an additional 2 cards are used to cast this card.

Spell-Destruction

1 Dwarf Miner

Welcome: Put the top card of your deck into the material zone.
(Welcome: Activate when the card enters the battlefield.)

1 Dwarf

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(Welcome: Activate when the card enters the battlefield.)

1 Dwarf

3 Discover



Add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

"Found ya!"-

Spell-Locational

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