

**2** Fractured Golemn

TOKEN



(This card can not start in your deck and is removed from the game completely when removed from the feild.)

**2** Golemn **3**

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**2** Golemn **3**

**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 **2**

**1** Dwarf Miner



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Welcome: Put the top card of your deck into the material zone.  
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**1** Dwarf **2**

**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**



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

1 Scared Goblin



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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

2 Archer Goblin



Skill: Deal 1 damage to target creature or player.  
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

"What is a stick but an unrefined arrow."-Archer Goblin

2 Goblin 2

2 Archer Goblin



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"What is a stick but an unrefined arrow."-Archer Goblin

2 Goblin 2

3 Shield Goblin



Protector  
(Protector: Must be Attacked before other targets on your side of the field including you.)

"Stop your screaming! I'm here."-Shield Goblin

1 Goblin 5

3 Shield Goblin



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(Protector: Must be Attacked before other targets on your side of the field including you.)

"Stop your screaming! I'm here."-Shield Goblin

**1** Goblin **5**

**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**

**3** Mineral Golem



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**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**

**4** Rogue Goblin

1 Earth Card



Hidden  
(Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities until this card attacks.)

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

"Who knows this place better than I?"-Rogue Goblin

**5** Goblin **2**

**4** Rogue Goblin

1 Earth Card



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(Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities until this card attacks.)

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

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(Fast Hand: In combat this card deals damage first when attacking.)  
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**5** Goblin **2**

**5** Stone Golemn

1 Earth Card



Last Breath: Search for a card with "Stone" in the name from your Graveyard and add it to your hand.  
(Last Breath: Activate when destroyed by battle or card effect.)

**4** Golemn **5**

**5** Stone Golemn

1 Earth Card



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(Last Breath: Activate when destroyed by battle or card effect.)

**4** Golemn **5**

**6** Boulder Golemn

2 Earth Cards



Last Breath: Summon 2 Fractured Golemn tokens that are Earth, 2 Ronum, 2 attack and 3 health.  
(Last Breath: Activate when destroyed by battle or card effect.)

**4** Golemn **6**

**6** Boulder Golemn

2 Earth Cards



Last Breath: Summon 2 Fractured Golemn tokens that are Earth, 2 Ronum, 2 attack and 3 health.  
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**4** Golemn **6**

**6** Boulder Golemn

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**4** Golemn **6**



7 Great Treant

2 Earth Cards



"Even the trees walk here!"

7 Treant 7

7 Great Treant

2 Earth Cards



"Even the trees walk here!"

7 Treant 7

7 Great Treant

2 Earth Cards



"Even the trees walk here!"

7 Treant 7

7 Great Treant


2 Earth Cards



"Even the trees walk here!"

7 Treant 7


2 Tough Skin



Target creature or player's max health is increased by 3 till end of turn.

Spell-Enhance

2 Tough Skin



Target creature or player's max health is increased by 3 till end of turn.

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Target creature or player's max health is increased by 3 till end of turn.

Spell-Enhance

2 Tough Skin



Target creature or player's max health is increased by 3 till end of turn.

Spell-Enhance

3 Till the Soil



Shuffle 3 cards from your Graveyard into your Deck. Then put 2 cards from your Graveyard into your deck.

Spell-Restoration

3 Till the Soil



Shuffle 3 cards from your Graveyard into your Deck. Then put 2 cards from your Graveyard into your deck.

Spell-Restoration

3 Till the Soil



Shuffle 3 cards from your Graveyard into your Deck. Then put 2 cards from your Graveyard into your deck.

Spell-Restoration

3 Till the Soil



Shuffle 3 cards from your Graveyard into your Deck. Then put 2 cards from your Graveyard into your deck.

Spell-Restoration

3 Goblin Sabotage



If you control a Goblin destroy target card in your opponents Spell/Item Zone.

“(Goblin laughter)”

Spell-Destruction

3 Goblin Sabotage



If you control a Goblin destroy target card in your opponents Spell/Item Zone.

“(Goblin laughter)”

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3 Goblin Sabotage



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Spell-Destruction

3 Goblin Sabotage



If you control a Goblin destroy target card in your opponents Spell/Item Zone.

“(Goblin laughter)”

Spell-Destruction

3 Discover



Search for and add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

“Found ya!”

Spell-Locational

3 Discover



Search for and add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

“Found ya!”

Spell-Locational



**3 Discover**



Search for and add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

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Spell-Locational

**3 Discover**



Search for and add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

"Found ya!"

Spell-Locational

**3 False Ground**

1 Earth Card



Can only be activated when an opponent summons a creature with 3 or less Ronum.  
Destroy that creature.

Item-Trap

**3 False Ground**

1 Earth Card



Can only be activated when an opponent summons a creature with 3 or less Ronum.  
Destroy that creature.

Item-Trap

**3 False Ground**

1 Earth Card



Can only be activated when an opponent summons a creature with 3 or less Ronum.  
Destroy that creature.

Item-Trap

**3 False Ground**

1 Earth Card



Can only be activated when an opponent summons a creature with 3 or less Ronum.  
Destroy that creature.

Item-Trap

**4 Stone Wall**

1 Earth Card



Prevent the next damage target creature or player would take.

Spell-Conjuration

**4 Stone Wall**

1 Earth Card



Prevent the next damage target creature or player would take.

Spell-Conjuration

**4 Stone Wall**

1 Earth Card



Prevent the next damage target creature or player would take.

Spell-Conjuration

**4** Stone Wall

1 Earth Card



Prevent the next damage target creature or player would take.

Spell-Conjuration

**6** Earthquake

2 Earth Cards



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

You and creatures you control become uneffected if an additional 2 Earth cards are used to cast this card.

Spell-Destruction

**6** Earthquake

2 Earth Cards



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

You and creatures you control become uneffected if an additional 2 Earth cards are used to cast this card.

Spell-Destruction

**6** Earthquake

2 Earth Cards



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

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Spell-Destruction

**6** Earthquake

2 Earth Cards



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You and creatures you control become uneffected if an additional 2 Earth cards are used to cast this card.

Spell-Destruction

**1** Scavenger Hunt



Each time you search for a card add 1 Checked Counter to this card.

Remove 3 Checked Counters from this card to draw 1 card.

"Another clue solved."

Item-List

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Item-List

**1** Scavenger Hunt



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Remove 3 Checked Counters from this card to draw 1 card.

"Another clue solved."

Item-List



2 Stone



Deal 2 damage to target creature or player.

Item-Rock

2 Stone



Deal 2 damage to target creature or player.

Item-Rock

2 Stone



Deal 2 damage to target creature or player.

Item-Rock

2 Stone



Deal 2 damage to target creature or player.

Item-Rock

2 Golemn Garden Salad



You or creature you control has all damage reduced by 1 till end of turn.

"So fresh!"

Item-Food

2 Golemn Garden Salad



You or creature you control has all damage reduced by 1 till end of turn.

"So fresh!"

Item-Food

2 Golemn Garden Salad



You or creature you control has all damage reduced by 1 till end of turn.

"So fresh!"

Item-Food

2 Golemn Garden Salad



You or creature you control has all damage reduced by 1 till end of turn.

"So fresh!"

Item-Food

3 Healing Band

6 Earth Ronum



Skill: Send 1 Earth cards from your Material Zone to the Graveyard to heal yourself or target creature you control 3.  
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

Accessory-Band

2

Iron Pickaxe

4 Earth Ronum

Skill: Put a monster from your deck to your Material zone. Then shuffle your deck.  
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

2

Weapon-Pickaxe

6

Reassembling Armor

12 Earth Ronum

Reduce all damage taken by 1.

When a card is sent to your Material Zone heal yourself for 1.

"Nature protects me so I shall protect it!"

40

Armor-Plate

0

Soul of Earth

Starting Gear

"Not even a Oak tree grows mighty from the first sunrise!"

Accessory-Gem