

**Auntie's Hovel**



**Land**

As Auntie's Hovel comes into play, you may reveal a Goblin card from your hand. If you don't, Auntie's Hovel comes into play tapped.

☞: Add ♠ or ♣ to your mana pool.

*The Stinkdrinker warren's hill of salvaged trinkets is large enough to cut a door in.*

Wayne Reynolds

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**Blood Crypt**



**Land — Swamp Mountain**

(☞: Add ♠ or ♣.)

As Blood Crypt enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

*Life is a show, and death its final performance.*

245/259 R  
RNA • EN • ADAM PAQUETTE

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245/259 R  
RNA • EN • ADAM PAQUETTE

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**Bloodstained Mire**



**Land**

☞, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card and put it onto the battlefield. Then shuffle your library.

*Where dragons once triumphed, their bones now molder.*

230/269 R  
KTK • EN • DAARKEN

™ & © 2014 Wizards of the Coast

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230/269 R  
KTK • EN • DAARKEN

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**Cavern of Souls**



**Land**

As Cavern of Souls enters the battlefield, choose a creature type.

• Add 1 to your mana pool.

• Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

Cliff Childs

™ & © 1993–2012 Wizards of the Coast LLC 226/244

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**Field of Ruin**



**Land**

• Add ♦ to your mana pool.

2, •, Sacrifice Field of Ruin: Destroy target nonbasic land an opponent controls. Each player searches his or her library for a basic land card, puts it onto the battlefield, then shuffles his or her library.

254/279 U  
XLN • EN DIMITAR

™ & © 2017 Wizards of the Coast

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254/279 U  
XLN • EN DIMITAR

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**Fiery Islet**



**Land**

•, Pay 1 life: Add ♦ or ♠.


1, •, Sacrifice Fiery Islet: Draw a card.

*Where water is the canvas and lava the paint.*

238/254 R  
MH1 • EN RICHARD WRIGHT

™ & © 2019 Wizards of the Coast

**Mountain**




**Basic Land** **Mountain**

John Avon

™ & © 1993–2009 Wizards of the Coast LLC 242/249

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™ & © 1993–2009 Wizards of the Coast LLC 242/249



**Mountain**



**Basic Land** **Mountain**

John Avon  
™ & © 1993-2009 Wizards of the Coast LLC 242/249

**Sunbaked Canyon**



**Land**

☞, Pay 1 life: Add ☞ or \*.

1, ☞, Sacrifice Sunbaked Canyon: Draw a card.

*Since the river ran dry, travelers wander where fish once swam.*

247/254 R  
MH1 • EN YEONG-HAO HAN  
™ & © 2019 Wizards of the Coast

**Swamp**



**Basic Land** **Swamp**

Jung Park  
™ & © 1993-2009 Wizards of the Coast LLC 239/249

**Frogtosser Banneret** 1 ☞



**Creature — Goblin Rogue**

Haste

Goblin spells and Rogue spells you play cost 1 less to play.

*The Frogtoisseurs thread feathers, bones, and trophies from past raids into their standards, believing they fuel the warren with the anger of its victims.*

Ralph Horsley  
1/1  
™ & © 1993-2008 Wizards of the Coast, Inc. 64/150

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**Goblin Matron** 2 ☞



**Creature — Goblin**

When Goblin Matron enters the battlefield, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle your library.

*A mother only a child could love.*

1/1  
129/254 U  
MH1 • EN JESPER EISING  
™ & © 2019 Wizards of the Coast

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1/1

129/254 U  
MH1 • EN • JESPER EISING  
™ & © 2019 Wizards of the Coast

**Goblin Piledriver** 1 2



**Creature — Goblin Warrior**

Protection from blue (*This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.*)

Whenever Goblin Piledriver attacks, it gets +2/+0 until end of turn for each other attacking Goblin.

1/2

151/272 R  
ORI • EN • MATT CAVOTTA  
™ & © 2015 Wizards of the Coast

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151/272 R  
ORI • EN • MATT CAVOTTA  
™ & © 2015 Wizards of the Coast

**Goblin Ringleader** 3 2



**Creature — Goblin** M20

Haste (*This creature can attack and ☞ as soon as it comes under your control.*)

When Goblin Ringleader enters the battlefield, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order.

2/2

143/280 U  
M20 • EN • GABOR SZIKSZAI  
™ & © 2019 Wizards of the Coast

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2/2

143/280 U  
M20 • EN • GABOR SZIKSZAI  
™ & © 2019 Wizards of the Coast

**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  
™ & © 2018 Wizards of the Coast



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130/269 U  
DOM • EN — KARL KOPINSKI

**Krenko, Mob Boss** 2 2 2



**Legendary Creature — Goblin Warrior** M13

• Put X 1/1 red Goblin creature tokens onto the battlefield, where X is the number of Goblins you control.

*“He displays a perverse charisma fueled by avarice. Highly dangerous. Recommend civil sanctions.”*  
—Agmand Sarv, Azorius hussar

3/3

— Karl Kopinski

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**Mogg Fanatic** 2



**Creature — Goblin**

Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

*“I got it! I got it! I—”*

1/1

138/249 C  
EMA • EN — BROM

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138/249 C  
EMA • EN — BROM



**Mogg War Marshal** 1



**Creature — Goblin Warrior**

Echo 1 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Mogg War Marshal enters the battlefield or dies, put a 1/1 red Goblin creature token onto the battlefield.

Wayne England 1/1

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Wayne England 1/1

**Munitions Expert**



**Creature — Goblin**

Flash

When Munitions Expert enters the battlefield, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

When dealing with goblins, if it isn't nailed down, it's headed your way.

209/254 U MH1 • EN JESPER EISING 1/1

**Munitions Expert**



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209/254 U MH1 • EN JESPER EISING 1/1

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209/254 U MH1 • EN JESPER EISING 1/1

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209/254 U MH1 • EN JESPER EISING 1/1

**Skirk Prospector**



**Creature — Goblin**

Sacrifice a Goblin: Add .

Deep beneath the ruined continent of Otaria, there's a mine where goblins still work, ignorant of the destruction above.

144/269 C DOM • EN SLAWOMIR MANIAK 1/1

**Skirk Prospector**



**Creature — Goblin**

Sacrifice a Goblin: Add .

Deep beneath the ruined continent of Otaria, there's a mine where goblins still work, ignorant of the destruction above.

144/269 C DOM • EN SLAWOMIR MANIAK 1/1



**Skirk Prospector** 2



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Sacrifice a Goblin: Add .

*Deep beneath the ruined continent of Otaria, there's a mine where goblins still work, ignorant of the destruction above.*

1/1

144/269 C  
DOM • EN • SŁAWOMIR MANIAK  
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**Sling-Gang Lieutenant** 3



**Creature — Goblin**

When Sling-Gang Lieutenant enters the battlefield, create two 1/1 red Goblin creature tokens.

Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.

*Freshly promoted to "first rock," Zaz was eager to make an impact.*

1/1

108/254 U  
MH1 • EN • CRAIG J SPEARING  
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**Æther Vial** 1



**Artifact**

At the beginning of your upkeep, you may put a charge counter on Æther Vial.

: You may put a creature card with converted mana cost equal to the number of charge counters on Æther Vial from your hand into play.

Greg Hildebrandt  
™ & © 1993–2004 Wizards of the Coast, Inc. 91/165

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**Blood Moon** 2



**Enchantment**

All non-basic lands are now basic mountains.  
*Heavy light flooded across the landscape, cloaking everything in deep crimson.*

Illus. © 1994 Tom Wänerstrand

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*Heavy light flooded across the landscape, cloaking everything in deep crimson.*

Illus. © 1994 Tom Wänerstrand



**Damping Sphere** 2



**Artifact**

If a land is tapped for two or more mana, it produces ♦ instead of any other type and amount.

Each spell a player casts costs 1 more to cast for each other spell that player has cast this turn.

*A Thran relic, it has spent ten thousand years doing absolutely nothing.*

213/269 U  
DOM • EN ADAM PAQUETTE

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If a land is tapped for two or more mana, it produces ♦ instead of any other type and amount.

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213/269 U  
DOM • EN ADAM PAQUETTE

**Earwig Squad** 3



**Creature — Goblin Rogue**

Prowl 2 ♦ (You may cast this for its proul cost if you dealt combat damage to a player this turn with a Goblin or Rogue.)

When Earwig Squad enters the battlefield, if its proul cost was paid, search target opponent's library for three cards and exile them. Then that player shuffles his or her library.

Warren Mahy 5/3

144/280 R  
M19 • EN JAKUB KASPER

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Warren Mahy 5/3

144/280 R  
M19 • EN JAKUB KASPER

**Goblin Cratermaker** 1



**Creature — Goblin Warrior**

1, Sacrifice Goblin Cratermaker: Choose one —

- Goblin Cratermaker deals 2 damage to target creature.
- Destroy target colorless nonland permanent.

2/2

103/259 U  
GRN • EN SVETLIN VELINOV

**Goblin Trashmaster** 2



**Creature — Goblin Warrior** M19

Other Goblins you control get +1/+1.

Sacrifice a Goblin: Destroy target artifact.

*"Folks 'round here are too in love with their contraptions. Does them some good if we smash one every so often."*

3/3

144/280 R  
M19 • EN JAKUB KASPER

**Leyline of the Void** 2



**Enchantment** M11

If Leyline of the Void is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

Rob Alexander

101/249 U  
GRN • EN SVETLIN VELINOV

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