

**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

™ & © 1993-2007 Wizards of the Coast, Inc. 267/301

**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

™ & © 1993-2007 Wizards of the Coast, Inc. 267/301

**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

™ & © 1993-2007 Wizards of the Coast, Inc. 267/301

**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

™ & © 1993-2007 Wizards of the Coast, Inc. 267/301

**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

™ & © 2019 Wizards of the Coast

**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

™ & © 2019 Wizards of the Coast

**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

**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

**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



**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

TM & © 2014 Wizards of the Coast

**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

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

**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

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

**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

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

**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

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

**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

TM & © 2017 Wizards of the Coast

**Mountain**




**Basic Land** **Mountain**

John Avon

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

**Mountain**



**Basic Land** **Mountain**

John Avon

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

**Mountain**



**Basic Land** **Mountain**

John Avon

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



**Mountain**



**Basic Land** Mountain

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

**Swamp**



**Basic Land** Swamp

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

**Wooded Foothills**



**Land**

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

*Where dragons' breath once burned, their bones now freeze.*

249/269 R  
KTK • EN • IONAS DE RO  
TM & © 2014 Wizards of the Coast

**Wooded Foothills**



**Land**

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

*Where dragons' breath once burned, their bones now freeze.*

249/269 R  
KTK • EN • IONAS DE RO  
TM & © 2014 Wizards of the Coast

**Goblin Matron** 2/2



Creature — Goblin

When Goblin Matron comes into play from your hand, search your library for a Goblin card and put that card into your hand. Shuffle your library afterwards.

Illus. Daniel Gelon  
©1993-1998 Wizards of the Coast, Inc. 1/1/10

**Goblin Matron** 2/2



Creature — Goblin

When Goblin Matron comes into play from your hand, search your library for a Goblin card and put that card into your hand. Shuffle your library afterwards.

Illus. Daniel Gelon  
©1993-1998 Wizards of the Coast, Inc. 1/1/10

**Goblin Matron** 2/2



Creature — Goblin

When Goblin Matron comes into play from your hand, search your library for a Goblin card and put that card into your hand. Shuffle your library afterwards.

Illus. Daniel Gelon  
©1993-1998 Wizards of the Coast, Inc. 1/1/10

**Goblin Matron** 2/2



Creature — Goblin

When Goblin Matron comes into play from your hand, search your library for a Goblin card and put that card into your hand. Shuffle your library afterwards.

Illus. Daniel Gelon  
©1993-1998 Wizards of the Coast, Inc. 1/1/10

**Goblin Piledriver** 1/2



Creature — Goblin

Protection from blue

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

*Throw enough goblins at any problem and it should go away. At the very least, there'll be fewer goblins.*

Illus. Matt Cavotta  
TM & © 1993-2002 Wizards of the Coast, Inc. 205/350 1/2



## Goblin Piledriver

1 2



Creature — Goblin

Protection from blue

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

*Throw enough goblins at any problem and it should go away. At the very least, there'll be fewer goblins.*

Illus. Matt Cavotta

™ &amp; © 1993-2002 Wizards of the Coast, Inc. 205/350

1/2

## Goblin Ringleader

3 2



Creature — Goblin

Haste (This creature may attack and ☞ the turn it comes under your control.)

When Goblin Ringleader comes into play, 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.

Illus. Mark Romanoski

™ &amp; © 1993-2001 Wizards of the Coast, Inc. 62/143

2/2

## Goblin Ringleader

3 2



Creature — Goblin

Haste (This creature may attack and ☞ the turn it comes under your control.)

When Goblin Ringleader comes into play, 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.

Illus. Mark Romanoski

™ &amp; © 1993-2001 Wizards of the Coast, Inc. 62/143

2/2

## Goblin Ringleader

3 2



Creature — Goblin

Haste (This creature may attack and ☞ the turn it comes under your control.)

When Goblin Ringleader comes into play, 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.

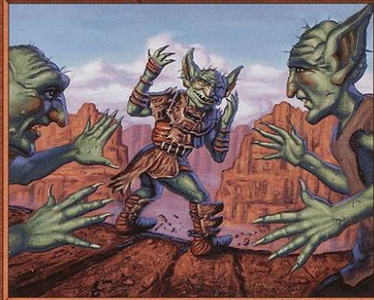
Illus. Mark Romanoski

™ &amp; © 1993-2001 Wizards of the Coast, Inc. 62/143

2/2

## Goblin Ringleader

3 2



Creature — Goblin

Haste (This creature may attack and ☞ the turn it comes under your control.)

When Goblin Ringleader comes into play, 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.

Illus. Mark Romanoski

™ &amp; © 1993-2001 Wizards of the Coast, Inc. 62/143

2/2

## Goblin Warchief

1 2 2



Creature — Goblin

Goblin spells you play cost 1 less to play.

Goblins you control have haste.

*They poured from the Skirk Ridge like lava, burning and devouring everything in their path.*

Illus. Tim Hildebrandt

™ &amp; © 1993-2003 Wizards of the Coast, Inc. 07/143

2/2

## Goblin Warchief

1 2 2



Creature — Goblin

Goblin spells you play cost 1 less to play.

Goblins you control have haste.

*They poured from the Skirk Ridge like lava, burning and devouring everything in their path.*

Illus. Tim Hildebrandt

™ &amp; © 1993-2003 Wizards of the Coast, Inc. 07/143

2/2

## Goblin Warchief

1 2 2



Creature — Goblin

Goblin spells you play cost 1 less to play.

Goblins you control have haste.

*They poured from the Skirk Ridge like lava, burning and devouring everything in their path.*

Illus. Tim Hildebrandt

™ &amp; © 1993-2003 Wizards of the Coast, Inc. 07/143

2/2

## Goblin Warchief

1 2 2



Creature — Goblin

Goblin spells you play cost 1 less to play.

Goblins you control have haste.

*They poured from the Skirk Ridge like lava, burning and devouring everything in their path.*

Illus. Tim Hildebrandt

™ &amp; © 1993-2003 Wizards of the Coast, Inc. 07/143

2/2



**Kiki-Jiki, Mirror Breaker** 2 2 2 2



**Legendary Creature — Goblin Shaman** 

**Haste**  
**K**: Create a token that's a copy of target nonlegendary creature you control. That token has haste. Sacrifice it at the beginning of the next end step.

136/249 M  
 IMA • EN • STEVEN BELLEDIN  
 TM & © 2017 Wizards of the Coast

2/2

**Krenko, Mob Boss** 2 2 2



**Legendary Creature — Goblin Warrior** 

**K**: 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

Karl Kopinski  
 TM & © 1999–2012 Wizards of the Coast LLC 358363

3/3

**Mogg Fanatic** 2



**Summon Goblin** 

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

*"I got it! I got it! I—"*

Illus. Brom  
 © 1997 Wizards of the Coast, Inc.

1/1

**Mogg War Marshal** 1 2



**Creature — Goblin Warrior** 

**Echo 1 2** (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 comes into play or is put into a graveyard from play, put a 1/1 red Goblin creature token into play.

Wayne England  
 TM & © 1999–2006 Wizards of the Coast, Inc. 120201

1/1

**Mogg War Marshal** 1 2



**Creature — Goblin Warrior** 

**Echo 1 2** (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 comes into play or is put into a graveyard from play, put a 1/1 red Goblin creature token into play.

Wayne England  
 TM & © 1999–2006 Wizards of the Coast, Inc. 120201

1/1

**Mogg War Marshal** 1 2



**Creature — Goblin Warrior** 

**Echo 1 2** (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 comes into play or is put into a graveyard from play, put a 1/1 red Goblin creature token into play.

Wayne England  
 TM & © 1999–2006 Wizards of the Coast, Inc. 120201

1/1

**Mogg War Marshal** 1 2



**Creature — Goblin Warrior** 

**Echo 1 2** (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 comes into play or is put into a graveyard from play, put a 1/1 red Goblin creature token into play.

Wayne England  
 TM & © 1999–2006 Wizards of the Coast, Inc. 120201

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  
 TM & © 2019 Wizards of the Coast

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  
 TM & © 2019 Wizards of the Coast

1/1



**Munitions Expert** 2



**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.*

1/1

209/254 U  
MH1 • EN JESPER EISING

**Munitions Expert** 2



**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.*

1/1

209/254 U  
MH1 • EN JESPER EISING

**Pashalik Mons** 2



**Legendary Creature — Goblin Warrior**

Whenever Pashalik Mons or another Goblin you control dies, Pashalik Mons deals 1 damage to any target.

3, Sacrifice a Goblin: Create two 1/1 red Goblin creature tokens.

*The thunderhead that leads in the storm.*

2/2

138/254 R  
MH1 • EN EVEN AMUNDSEN

**Skirk Prospector** 2



**Creature — Goblin**

Sacrifice a Goblin: Add to your mana pool.

*"I like goblins. They make funny little popping sounds when they die."*  
—Braids, dementia summoner

Illus. Doug Chaffee

1/1

TM & © 1993-2002 Wizards of the Coast, Inc. 230/350

**Skirk Prospector** 2



**Creature — Goblin**

Sacrifice a Goblin: Add to your mana pool.

*"I like goblins. They make funny little popping sounds when they die."*  
—Braids, dementia summoner

Illus. Doug Chaffee

1/1

TM & © 1993-2002 Wizards of the Coast, Inc. 230/350

**Skirk Prospector** 2



**Creature — Goblin**

Sacrifice a Goblin: Add to your mana pool.

*"I like goblins. They make funny little popping sounds when they die."*  
—Braids, dementia summoner

Illus. Doug Chaffee

1/1

TM & © 1993-2002 Wizards of the Coast, Inc. 230/350

**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 I SPEARING

**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 I SPEARING

**Warren Instigator** 2



**Creature — Goblin Berserker**

Double strike

Whenever Warren Instigator deals damage to an opponent, you may put a Goblin creature card from your hand onto the battlefield.

*"Danger! Danger! Come out of the safety of your holes!"*

Andrew Robinson

1/1

TM & © 1993-2009 Wizards of the Coast LLC 134/346



**Warren Instigator** 2/2



**Creature — Goblin Berserker**

Double strike  
Whenever Warren Instigator deals damage to an opponent, you may put a Goblin creature card from your hand onto the battlefield.

*"Danger! Danger! Come out of the safety of your holes!"*

— Andrew Robinson 1/1

™ & © 1993-2009 Wizards of the Coast, Inc. 11/13/04

**Warren Instigator** 2/2



**Creature — Goblin Berserker**

Double strike  
Whenever Warren Instigator deals damage to an opponent, you may put a Goblin creature card from your hand onto the battlefield.

*"Danger! Danger! Come out of the safety of your holes!"*

— Andrew Robinson 1/1

™ & © 1993-2009 Wizards of the Coast, Inc. 11/13/04

**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. 9/1/05

**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. 9/1/05

**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. 9/1/05

**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. 9/1/05

**Blood Moon** 2/2



**Enchantment**

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

Illus. © 1994 Tom Wänerstrand

**Blood Moon** 2/2



**Enchantment**

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

Illus. © 1994 Tom Wänerstrand

**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 PADUETTE

™ & © 2018 Wizards of the Coast



**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

**Earwig Squad** 3



**Creature — Goblin Rogue**

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

When Earwig Squad comes into play, if its proul cost was paid, search target opponent's library for three cards and remove them from the game. Then that player shuffles his or her library.

Warren Mahy

5/3

TM & © 1993-2008 Wizards of the Coast, Inc. 60/150

**Goblin Chainwhirler** 2 2 2



**Creature — Goblin Warrior**

**First strike**

When Goblin Chainwhirler enters the battlefield, it deals 1 damage to each opponent and each creature and planeswalker they control.

*"The trick is, once you get moving, don't stop!"*

3/3

129/269 R  
DOM • EN • SVETLIN VELINOV

**Goblin Cratermaker** 1 2



**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 Ruinblaster** 2 2



**Creature — Goblin Shaman**

**Kicker** 2 ♦ (You may pay an additional ♦ as you cast this spell.)

**Haste**

When Goblin Ruinblaster enters the battlefield, if it was kicked, destroy target nonbasic land.

Matt Cavotta

2/1

TM & © 1993-2008 Wizards of the Coast, Inc. 32/240

**Goblin Trashmaster** 2 2 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

**Grafdigger's Cage** 1



**Artifact**

Creature cards can't enter the battlefield from graveyards or libraries.

Players can't cast cards in graveyards or libraries.

*"If you wind up in one of mine, you can be sure as silver it will be your last."*

—Grafdigger Wulmer

Daniel Ljunggren

226/249 C  
A25 • EN • FRANZ VOHWINKEL

**Nihil Spellbomb** 1



**Artifact**

♦, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ♦. If you do, draw a card.

TM & © 1993-2009 Wizards of the Coast, LLC 109/249

**Ravenous Trap** 2 ♦ ♦



**Instant — Trap**

If an opponent had three or more cards put into his or her graveyard from anywhere this turn, you may pay 0 rather than pay Ravenous Trap's mana cost.

Exile all cards from target player's graveyard.

Cyril Van Der Haegen



