



Greymalkin the Watcher
Familiar - Elite Entity - Toad



Occult Goblin
Elite Entity



Hasty Homunculus
Poppet



WORLD BINDING:

At the start of your turn create a 1/1 Token Entity.

DOMINANCE:

Excess combat damage is dealt directly to the opponent's Influence and this entity can only be Intercepted by ethereal entities.

This entity must enter a Contest each turn if able. When this entity enters the World create two 1/1 Goblin Token Entities.

This entity does not suffer from Binding Shock.

F: 6



D: 6

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F: 8



D: 8

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F: 2



D: 1

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Hasty Homunculus
Poppet



Raging Chieftain
Champion



Raging Chieftain
Champion



This entity does not suffer from Binding Shock.

When this entity attacks it gains +2 Force and deals excess combat damage to the opponent's Influence until the end of the turn.

When this entity attacks it gains +2 Force and deals excess combat damage to the opponent's Influence until the end of the turn.

F: 2



D: 1

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F: 6



D: 5

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F: 6



D: 5

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Cunning Ward
Enchantment



Cunning Ward
Enchantment



Goblin Token
Token - Goblin



Whenever you sacrifice an entity draw 1 card from your Spellbook.

Whenever you sacrifice an entity draw 1 card from your Spellbook.

(Tokens cease to exist if they leave the World)

F: 1



D: 1

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Token

Token - Entity



(Tokens cease to exist if they leave the World)



Goblin War Totem

Locus of Power



Exhaust: Target Goblin entity gains +1 Force until the end of the turn. (Cannot produce Aether this turn if activated.)



Goblin War Totem

Locus of Power



Exhaust: Target Goblin entity gains +1 Force until the end of the turn. (Cannot produce Aether this turn if activated.)

F: 1



D: 1

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Goblin War Totem

Locus of Power



Exhaust: Target Goblin entity gains +1 Force until the end of the turn. (Cannot produce Aether this turn if activated.)



Goblin War Totem

Locus of Power



Exhaust: Target Goblin entity gains +1 Force until the end of the turn. (Cannot produce Aether this turn if activated.)



Void Altar

Locus of Power



Exhaust: Target entity deals excess combat damage to the opponent's Influence this turn. (Cannot produce Aether this turn if activated.)

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Void Altar

Locus of Power



Exhaust: Target entity deals excess combat damage to the opponent's Influence this turn. (Cannot produce Aether this turn if activated.)



Savage Cauldron

Locus of Power



Exhaust: Deal 2 damage to any target (Cannot produce Aether this turn if activated).



Savage Cauldron

Locus of Power



Exhaust: Deal 2 damage to any target (Cannot produce Aether this turn if activated).

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● **Vermin Goblin**
Poppet



*Whenever you cast a Goblin Page
create a 1/1 Goblin Token Entity.*

● **Vermin Goblin**
Poppet



*Whenever you cast a Goblin Page
create a 1/1 Goblin Token Entity.*

● **Vermin Goblin**
Poppet



*Whenever you cast a Goblin Page
create a 1/1 Goblin Token Entity.*

F: 1  **D: 1**

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F: 1  **D: 1**

Right to reproduce granted for non-commercial use.

F: 1  **D: 1**

Right to reproduce granted for non-commercial use.

● **Vermin Goblin**
Poppet



*Whenever you cast a Goblin Page
create a 1/1 Goblin Token Entity.*

● **Ghastly Goblin**
Champion



*When this entity enters the World target
enemy entity cannot attack or Intercept
until the end of the turn.*

● **Ghastly Goblin**
Champion



*When this entity enters the World target
enemy entity cannot attack or Intercept
until the end of the turn.*

F: 1  **D: 1**

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F: 4  **D: 4**

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F: 4  **D: 4**

Right to reproduce granted for non-commercial use.

● **Ghastly Goblin**
Champion



*When this entity enters the World target
enemy entity cannot attack or Intercept
until the end of the turn.*

● **Bloodbound Champion**
Champion



*When this entity enters the World target
entity you control gains +2 Force and
+2 Durability until the end of the turn.*

● **Bloodbound Champion**
Champion



*When this entity enters the World target
entity you control gains +2 Force and
+2 Durability until the end of the turn.*

F: 4  **D: 4**

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F: 4  **D: 5**

Right to reproduce granted for non-commercial use.

F: 4  **D: 5**

Right to reproduce granted for non-commercial use.



Cursed Flash

Rite



Target entity gains +2 Force and deals excess combat damage to the opponent's Influence this turn.

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Cursed Flash

Rite



Target entity gains +2 Force and deals excess combat damage to the opponent's Influence this turn.

Right to reproduce granted for non-commercial use.



Cursed Flash

Rite



Target entity gains +2 Force and deals excess combat damage to the opponent's Influence this turn.

Right to reproduce granted for non-commercial use.



Sanguine Flash

Rite



Target entity deals excess combat damage to the opponent's Influence this turn. Draw 1 card from your Spellbook.

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Sanguine Flash

Rite



Target entity deals excess combat damage to the opponent's Influence this turn. Draw 1 card from your Spellbook.

Right to reproduce granted for non-commercial use.



Blistering Spell

Rite



Deal 2 damage to any target.

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Blistering Spell

Rite



Deal 2 damage to any target.

Right to reproduce granted for non-commercial use.



Dark Goblin

Poppet



This entity must enter a Contest each turn if able.

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Dark Goblin

Poppet



This entity must enter a Contest each turn if able.

Right to reproduce granted for non-commercial use.

F: 3



D: 4

F: 3



D: 4

● **Dark Goblin**
Poppet



This entity must enter a Contest each turn if able.

● **Gale Goblin**
Poppet



Goblin entities you control can only be Intercepted by ethereal entities.

● **Gale Goblin**
Poppet



Goblin entities you control can only be Intercepted by ethereal entities.

F: 3  **D: 4**

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F: 3  **D: 2**

Right to reproduce granted for non-commercial use.

F: 3  **D: 2**

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● **Wicked Goblin**
Poppet



This entity must enter a Contest each turn if able.

● **Wicked Goblin**
Poppet



This entity must enter a Contest each turn if able.

● **Rune Goblin**
Poppet



Other Goblin entities you control get +1 Force and +1 Durability.

F: 4  **D: 3**

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F: 4  **D: 3**

Right to reproduce granted for non-commercial use.

F: 1  **D: 4**

Right to reproduce granted for non-commercial use.

● **Rune Goblin**
Poppet



Other Goblin entities you control get +1 Force and +1 Durability.

F: 1  **D: 4**

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