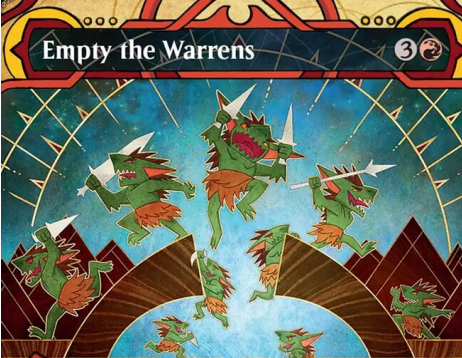


Empty the Warrens

3



Sorcery

Create two 1/1 red Goblin creature tokens.

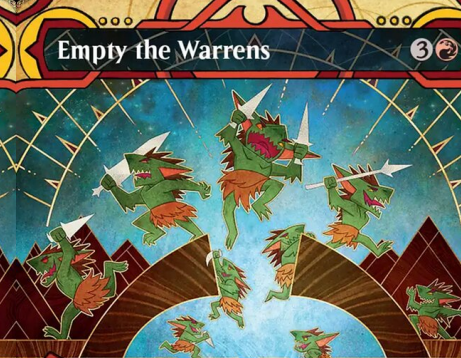
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

"When engaging goblins in combat, assume that the number underground is at least double that of those you can see."
—Terrain Tactics and Environmental Magics

R 0043
SOA • EN JUSTIN & ALEXIS HERNANDEZ
™ & © 2026 Wizards of the Coast

Empty the Warrens

3



Sorcery

Create two 1/1 red Goblin creature tokens.

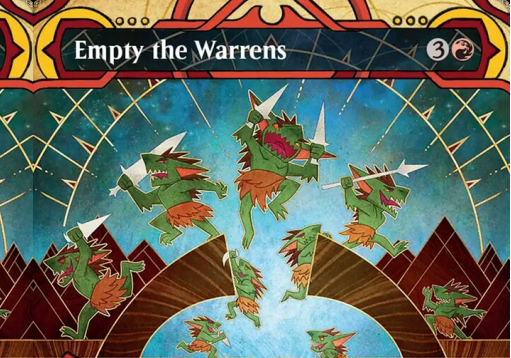
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

"When engaging goblins in combat, assume that the number underground is at least double that of those you can see."
—Terrain Tactics and Environmental Magics

R 0043
SOA • EN JUSTIN & ALEXIS HERNANDEZ
™ & © 2026 Wizards of the Coast

Empty the Warrens

3



Sorcery

Create two 1/1 red Goblin creature tokens.

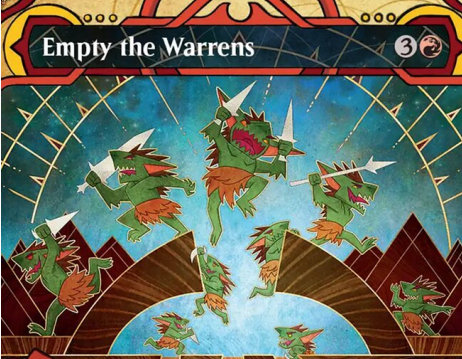
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

"When engaging goblins in combat, assume that the number underground is at least double that of those you can see."
—Terrain Tactics and Environmental Magics

R 0043
SOA • EN JUSTIN & ALEXIS HERNANDEZ
™ & © 2026 Wizards of the Coast

Empty the Warrens

3



Sorcery

Create two 1/1 red Goblin creature tokens.

Storm (When you cast this spell, copy it for each spell cast before it this turn.)

"When engaging goblins in combat, assume that the number underground is at least double that of those you can see."
—Terrain Tactics and Environmental Magics

R 0043
SOA • EN JUSTIN & ALEXIS HERNANDEZ
™ & © 2026 Wizards of the Coast