

Howlsquad Heavy

2

Creature — Goblin Mercenary

Start your engines!

Other Goblins you control have haste.

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.

Max speed — ⚙️: Add 🗡️ for each Goblin you control.

R 0463

DFT ★ EN

LEONARDO SANTANNA

TM & © 2025 Wizards of the Coast

2/3

Howlsquad Heavy

2

Creature — Goblin Mercenary

Start your engines!

Other Goblins you control have haste.

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.

Max speed — ⚙️: Add 🗡️ for each Goblin you control.

R 0463

DFT ★ EN

LEONARDO SANTANNA

TM & © 2025 Wizards of the Coast

2/3

Howlsquad Heavy

2

Creature — Goblin Mercenary

Start your engines!

Other Goblins you control have haste.

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.

Max speed — ⚙️: Add 🗡️ for each Goblin you control.

R 0463

DFT ★ EN

LEONARDO SANTANNA

TM & © 2025 Wizards of the Coast

2/3

Howlsquad Heavy

2

Creature — Goblin Mercenary

Start your engines!

Other Goblins you control have haste.

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.

Max speed — ⚙️: Add 🗡️ for each Goblin you control.

R 0463

DFT ★ EN

LEONARDO SANTANNA

TM & © 2025 Wizards of the Coast

2/3