

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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast

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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast

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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast



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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast

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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast

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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast



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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast

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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast

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.

2/3

R 0541
DFT ★ EN Ryan Roadkill

™ & © 2025 Wizards of the Coast