Glóin the Mighty {3}{R}



Legendary Creature — Dwarf Warrior

Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)

At the beginning of your first main phase, add {R}{R}.

4/3

U 0099
HOB • EN ✍ Colin Boyer

©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}



Legendary Creature — Dwarf Warrior

Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)

At the beginning of your first main phase, add {R}{R}.

4/3

U 0099
HOB • EN ✍ Colin Boyer

©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}



Legendary Creature — Dwarf Warrior

Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)

At the beginning of your first main phase, add {R}{R}.

4/3

U 0099
HOB • EN ✍ Colin Boyer

©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}



Legendary Creature — Dwarf Warrior

Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)

At the beginning of your first main phase, add {R}{R}.

4/3

U 0099
HOB • EN ✍ Colin Boyer

©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast

Glóin the Mighty {3}{R}
Legendary Creature — Dwarf Warrior
Easy Pickings {2}{R}
Sorcery — Adventure
Easy Pickings deals 1 damage to each creature your opponents control.
(Then exile this card. You may cast the creature later from exile.)
At the beginning of your first main phase, add {R}{R}.
4/3
U 0099
HOB • EN ✍ Colin Boyer
©MEE
™ & © 2026 Wizards of the Coast