

Art previews, important changes, and great cards that make their return.

Countdown to *Ninth Edition* 3

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Monday, July 11, 2005



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First off, here are the answers from [last week's article](#):

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|--------------------------------|-------------------|
| 1. Circle of Protection: Red | 2. Battle of Wits |
| 3. Dancing Scimitar | 4. Elvish Bard |
| 5. Clone | 6. Creeping Mold |
| 7. Dream Prowler | 8. Craw Wurm |
| 9. Circle of Protection: Black | 10. Elvish Piper |
| 11. Cowardice | 12. Air Elemental |
| 13. Baleful Stare | 14. Cruel Edict |
| 15. Anaba Shaman | 16. Boomerang |

Now here's some art that you might find a little tricky to identify. Everything is not what it seems!







The **Goblin King** has been in every core set since Alpha, but this time, he's got a new wrinkle: he's a Goblin! That's right, for the first time, if you have two **Goblin Kings** out, they pump each other up. **Goblin Matron** can now fetch the king. Finally, the Lord works well with his minions . . . and Lackeys.



Though this Johnny-friendly fellow from *Mercadian Masques* showed up in several different kinds of decks when he was in print, he's never really found his niche. Will *Ninth Edition* be **Groundskeeper's** chance to shine, particularly with *Saviors'* "hand-size matters" theme?

Form of the Dragon (from *Scourge*) is just neat. Who doesn't want to become a Dragon, looking down at opposing forces that can't attack on the ground, breathing fire in the face of other planeswalkers, and generally just dragonning it up?

