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| <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      |
| <div><div><b>City of Brass</b></div><div>Land</div><div><div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>City of Brass</b></div><div>Land</div><div><div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>City of Brass</b></div><div>Land</div><div><div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>City of Brass</b></div><div>Land</div><div><div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Disenchant</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                         | <div><div>Disenchant</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                 | <div><div>Gempalm Incinerator</div><div><div>2</div><div>R</div></div></div> <div><div>Creature -- Goblin</div><div>Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.)<br/>When you cycle this card, you may have it deal X damage to target creature, where X is the number of Goblins on the battlefield.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gempalm Incinerator</div><div><div>2</div><div>R</div></div></div> <div><div>Creature -- Goblin</div><div>Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.)<br/>When you cycle this card, you may have it deal X damage to target creature, where X is the number of Goblins on the battlefield.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Gempalm Incinerator</div><div><div>2</div><div>R</div></div></div> <div><div>Creature -- Goblin</div><div>Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.)<br/>When you cycle this card, you may have it deal X damage to target creature, where X is the number of Goblins on the battlefield.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gemstone Mine</div></div> <div><div>Land</div><div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Goblin King</div><div><div>1</div><div>R</div><div>R</div></div></div> <div><div>Creature -- Goblin</div><div>Other Goblins get +1/+1 and have mountainwalk.</div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            | <div><div>Goblin King</div><div><div>1</div><div>R</div><div>R</div></div></div> <div><div>Creature -- Goblin</div><div>Other Goblins get +1/+1 and have mountainwalk.</div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            |

®

Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

1/1

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| <div><div>Goblin Piledriver</div><div>①②R</div><div>Creature -- Goblin Warrior</div><div>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br/>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Goblin Piledriver</div><div>①②R</div><div>Creature -- Goblin Warrior</div><div>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br/>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Goblin Piledriver</div><div>①②R</div><div>Creature -- Goblin Warrior</div><div>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br/>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Goblin Piledriver</div><div>①②R</div><div>Creature -- Goblin Warrior</div><div>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br/>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Goblin Ringleader</div><div>③②R</div><div>Creature -- Goblin</div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/>When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goblin Ringleader</div><div>③②R</div><div>Creature -- Goblin</div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/>When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goblin Ringleader</div><div>③②R</div><div>Creature -- Goblin</div><div>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/>When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goblin Sharpshooter</div><div>②②R</div><div>Creature -- Goblin</div><div>This creature doesn't untap during your untap step.<br/>Whenever a creature dies, untap this creature.<br/>{T}: This creature deals 1 damage to any target.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

① R

{R}, {T}: Destroy target artifact.  
That artifact deals damage equal to  
its mana value to this creature.

1/2

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① R R

Goblin spells you cast cost {1} less to cast.  
Goblins you control have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Goblin spells you cast cost {1} less to cast.  
Goblins you control have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

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Goblin spells you cast cost {1} less
to cast.
Goblins you control have haste.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Goblin spells you cast cost {1} less to cast.  
Goblins you control have haste.

**2/2**

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®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                       | <div> <div>Mogg Fanatic</div> <div>Creature -- Goblin</div> <div>Sacrifice this creature: It deals 1 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mogg Fanatic</div> <div>Creature -- Goblin</div> <div>Sacrifice this creature: It deals 1 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mogg Fanatic</div> <div>Creature -- Goblin</div> <div>Sacrifice this creature: It deals 1 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Mogg Fanatic</div> <div>Creature -- Goblin</div> <div>Sacrifice this creature: It deals 1 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |
| <div><div>Disenchant<div>1W</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disenchant<div>1W</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyroblast<div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyroblast<div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

4 R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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4 R R

You may exile a red card from your hand rather than pay this spell's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
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① ② W

At the beginning of your upkeep,  
destroy all artifacts and  
enchancements. They can't be  
regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.

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W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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| <div> <div>Tormod's Crypt</div> <div>0</div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Warmth</div> <div>1W</div> </div> <div>Enchantment</div> <div>Whenever an opponent casts a red spell, you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Warmth</div> <div>1W</div> </div> <div>Enchantment</div> <div>Whenever an opponent casts a red spell, you gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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