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| <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br>Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br>Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br>Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br>Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Burst Lightning</b> <span>(R)</span><br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Draconautics Engineer</b> <span>(1)(R)</span><br>Creature -- Goblin Artificer<br>Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br>Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev            |

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| <b>Draconautics Engineer</b> (1)(R)<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br>Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Draconautics Engineer</b> (1)(R)<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br>Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Draconautics Engineer</b> (1)(R)<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br>Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Dropkick Bomber</b> (2)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Dropkick Bomber</b> (2)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                               | <b>Dropkick Bomber</b> (2)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                               | <b>Dropkick Bomber</b> (2)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Other Goblins you control get +1/+1. {R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                               | <b>Fanatical Firebrand</b> (R)<br><hr/> Creature -- Goblin Pirate<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                      |

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| <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                   | <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                   | <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                   | <b>Howlsquad Heavy</b> (2)(R)<br>Creature -- Goblin Mercenary<br>Start your engines!<br>Other Goblins you control have haste.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.<br>Max speed -- {T}: Add {R} for each Goblin you control.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Howlsquad Heavy</b> (2)(R)<br>Creature -- Goblin Mercenary<br>Start your engines!<br>Other Goblins you control have haste.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.<br>Max speed -- {T}: Add {R} for each Goblin you control.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Howlsquad Heavy</b> (2)(R)<br>Creature -- Goblin Mercenary<br>Start your engines!<br>Other Goblins you control have haste.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.<br>Max speed -- {T}: Add {R} for each Goblin you control.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Howlsquad Heavy</b> (2)(R)<br>Creature -- Goblin Mercenary<br>Start your engines!<br>Other Goblins you control have haste.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.<br>Max speed -- {T}: Add {R} for each Goblin you control.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Krenko, Mob Boss</b> (2)(R)(R)<br>Legendary Creature -- Goblin Warrior<br>{T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            |

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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> |
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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Enchantment -- Room

When you unlock this door, exile the top two cards of your library. You may play them until the end of your next turn.  
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

----- RIGHT HALF -----

Enchantment -- Room

Whenever you attack, attacking creatures you control get +1/+0 until end of turn.  
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Goblin Warrior

Other Goblins you control get +1/+1. Whenever this creature or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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1/1

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| <div> <div>Searslider Goblin</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> <div>Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Searslider Goblin</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> <div>Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Searslider Goblin</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> <div>Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                  | <div> <div>Searslider Goblin</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> <div>Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                  |
| <div> <div>Soulstone Sanctuary</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                    | <div> <div>Soulstone Sanctuary</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                    | <div> <div>Stadium Headliner</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> <div>Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)</div> <div>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Stadium Headliner</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> <div>Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)</div> <div>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <b>Stadium Headliner</b> (R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)<br>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Stadium Headliner</b> (R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)<br>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sunspine Lynx</b> (2)(R)(R)<br><hr/> Creature -- Elemental Cat<br><hr/> Players can't gain life.<br>Damage can't be prevented.<br>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.<br><div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sunspine Lynx</b> (2)(R)(R)<br><hr/> Creature -- Elemental Cat<br><hr/> Players can't gain life.<br>Damage can't be prevented.<br>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.<br><div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Abrade</b> (1)(R)<br><hr/> Instant<br><hr/> Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             | <b>Abrade</b> (1)(R)<br><hr/> Instant<br><hr/> Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             | <b>Abrade</b> (1)(R)<br><hr/> Instant<br><hr/> Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                          | <b>Abrade</b> (1)(R)<br><hr/> Instant<br><hr/> Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                          |



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Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

[sidebar]

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2 R R

Menace

When this creature enters, create two 1/1 black Rat creature tokens with "This token can't block."

At the beginning of your upkeep, you may sacrifice another creature. If you do, put a +1/+1 counter on this creature and exile the top card of your library. You may play that card this turn.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Haste  
Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.  
You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haste  
Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.  
You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

Players can't gain life.  
Damage can't be prevented.  
When this creature enters, it deals  
damage to each player equal to the  
number of nonbasic lands that player  
controls.

[sidebar]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑧

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

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③ ④

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This spell costs {1} less to cast
for each creature that attacked this
turn.
Witchstalker Frenzy deals 5 damage
to target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

This spell costs {1} less to cast  
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Witchstalker Frenzy deals 5 damage  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev