Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Swamp Mountain

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Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Playtest cards - landongolds - Standard (Regional Championship - SCG CON Cincinnati - Seas sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Boggart Cursecrafter {B}{R}

Creature -- Goblin Warlock

Deathtouch
Whenever another Goblin you control dies, this creature deals 1 damage to each opponent.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin Warlock

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Deathtouch
Whenever another Goblin you control dies, this creature deals 1 damage to each opponent.

2/3

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Boggart Mischief {2}{B}

Kindred Enchantment -- Goblin

When this enchantment enters, you may blight 1. If you do, create two 1/1 black and red Goblin creature tokens. (To blight 1, put a -1/-1 counter on a creature you control.)
Whenever a Goblin creature you control dies, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Mischief {2}{B}

Kindred Enchantment -- Goblin

When this enchantment enters, you may blight 1. If you do, create two 1/1 black and red Goblin creature tokens. (To blight 1, put a -1/-1 counter on a creature you control.)
Whenever a Goblin creature you control dies, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burnout Bashtronaut {R}

Creature -- Goblin Warrior

Menace
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.)
{2}: This creature gets +1/+0 until end of turn.
Max speed -- This creature has double strike.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Menace
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Burnout Bashtronaut (R)

Creature -- Goblin Warrior

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{2}: This creature gets +1/+0 until end of turn.
Max speed -- This creature has double strike.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Weird (3)(B)

Creature -- Goblin Berserker

As an additional cost to cast this spell, behold a Goblin and exile it. (Exile a Goblin you control or a Goblin card from your hand.)
Pay 1 life, Blight 2: Target opponent blights 2. Activate only as a sorcery.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

5/5

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When this creature leaves the battlefield, return the exiled card to its owner's hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Realms

Land

As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grub's Command {3}{B}{R}

Kindred Sorcery -- Goblin

Choose two --
* Create a token that's a copy of target Goblin you control.
* Creatures target player controls get +1/+1 and gain haste until end of turn.
* Destroy target artifact or creature.
* Target player mills five cards, then puts each Goblin card milled this way into their hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grub, Storied Matriarch {2}{B}

Legendary Creature -- Goblin Warlock

Menace
Whenever this creature enters or transforms into Grub, Storied Matriarch, return up to one target Goblin card from your graveyard to your hand.
At the beginning of your first main phase, you may pay {R}. If you do, transform Grub.

2/1

- - - BACK FACE - - -

Grub, Notorious Auntie

Legendary Creature -- Goblin Warrior

Menace
Whenever Grub attacks, you may blight 1. If you do, create a tapped and attacking token that's a copy of the blighted creature, except it has "At the beginning of the end step, sacrifice this token."
At the beginning of your first main phase, you may pay {B}. If you do, transform Grub.

2/1

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Howlsquad Heavy (2)(R)

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 -- {T}: Add {R} for each Goblin you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mudbutton Cursetosser (B)

Creature -- Goblin Warlock

As an additional cost to cast this spell, behold a Goblin or pay {2}. (To behold a Goblin, choose a Goblin you control or reveal a Goblin card from your hand.)
This creature can't block.
When this creature dies, destroy target creature an opponent controls with power 2 or less.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As an additional cost to cast this spell, behold a Goblin or pay {2}. (To behold a Goblin, choose a Goblin you control or reveal a Goblin card from your hand.)
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Creature -- Goblin Warlock

As an additional cost to cast this spell, behold a Goblin or pay {2}. (To behold a Goblin, choose a Goblin you control or reveal a Goblin card from your hand.)
This creature can't block.
When this creature dies, destroy target creature an opponent controls with power 2 or less.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutable Explorer {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, create a tapped Mutavault token. (It's a land with "{T}: Add {C}" and "{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.")

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

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As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Searslicer Goblin {1}{R}

Creature -- Goblin Warrior

Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin Warrior

Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Weird {3}{B}

Creature -- Goblin Berserker

As an additional cost to cast this spell, behold a Goblin and exile it. (Exile a Goblin you control or a Goblin card from your hand.)
Pay 1 life, Blight 2: Target opponent blights 2. Activate only as a sorcery.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

5/5

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Pay 1 life, Blight 2: Target opponent blights 2. Activate only as a sorcery.
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[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Chomping Changeling 2G

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling 2G

Creature -- Shapeshifter

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[sideboard]

1/2

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[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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Taster of Wares (2)(B)

Creature -- Goblin Warlock

When this creature enters, target opponent reveals X cards from their hand, where X is the number of Goblins you control. You choose one of those cards. That player exiles it. If an instant or sorcery card is exiled this way, you may cast it for as long as you control this creature, and mana of any type can be spent to cast that spell.

[sideboard]

3/2

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3/2

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[sideboard]

3/2

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