

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Banefire Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banefire Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Charm Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Charm Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boros Charm R W Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. 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	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	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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Foundry Street Denizen Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foundry Street Denizen Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Bushwhacker Creature -- Goblin Warrior Kicker {R} (You may pay an additional {R} as you cast this spell.) When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Bushwhacker Creature -- Goblin Warrior Kicker {R} (You may pay an additional {R} as you cast this spell.) When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Goblin Grenade deals 5 damage to any target.

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Haste
Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

2/2

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2/2

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko, Mob Boss 2RR Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko, Mob Boss 2RR Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Loyalist R Creature -- Goblin Soldier Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion Loyalist R Creature -- Goblin Soldier Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Loyalist R Creature -- Goblin Soldier Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters or dies, create a 1/1 red Goblin creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
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$$(\{T\}: \text{Add } \{R\}.)$$

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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Bushwhacker 2R Creature -- Goblin Warrior Ally Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Bushwhacker 2R Creature -- Goblin Warrior Ally Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reckless Bushwhacker 2R Creature -- Goblin Warrior Ally Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sacred Foundry

Land -- Mountain Plains

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

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Skirk Prospector

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skirk Prospector

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

1/1

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Skirk Prospector [®]

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

1/1

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Chalice of the Void (X)(X)

Artifact

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chalice of the Void (X)(X)

Artifact

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deflecting Palm (R)(W)

Instant

The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deflecting Palm (R)(W)

Instant

The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.

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[sideboard]
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W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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① R

At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

{R}: Your opponents can't gain life this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

{R}: Your opponents can't gain life this turn.

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WW

Protection from black and from red
When this creature enters, exile all
cards that are black or red from all
graveyards.
If a black or red permanent, spell,
or card not on the battlefield would
be put into a graveyard, exile it
instead.

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WW

Protection from black and from red
When this creature enters, exile all
cards that are black or red from all
graveyards.
If a black or red permanent, spell,
or card not on the battlefield would
be put into a graveyard, exile it
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①

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

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

[sideboard]

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① ②

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

W

Destroy target enchantment.
Fuse (You may cast one or both halves
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

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Destroy target enchantment.
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