

Brightstone Ritual R Instant Add {R} for each Goblin on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightstone Ritual R Instant Add {R} for each Goblin on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightstone Ritual R Instant Add {R} for each Goblin on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightstone Ritual R Instant Add {R} for each Goblin on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragon Fodder 1R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Fodder 1R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Fodder 1R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Fodder 1R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Falter Instant Creatures without flying can't block this turn. 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Falter Instant Creatures without flying can't block this turn. 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. R 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. R 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Keep Watch 2 U Instant Draw a card for each attacking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keep Watch 2 U Instant Draw a card for each attacking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keep Watch 2 U Instant Draw a card for each attacking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keep Watch 2 U Instant Draw a card for each attacking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Krenko's Command 1 R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krenko's Command 1 R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krenko's Command 1 R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krenko's Command 1 R Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Manamorphose 1 R/G Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manamorphose 1 R/G Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg War Marshal 1 R Creature -- Goblin Warrior 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	Mogg War Marshal 1 R Creature -- Goblin Warrior 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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Rites of Initiation Instant Discard any number of cards at random. Creatures you control get +1/+0 until end of turn for each card discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rites of Initiation Instant Discard any number of cards at random. Creatures you control get +1/+0 until end of turn for each card discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survivors' Encampment Land -- Desert {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survivors' Encampment Land -- Desert {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment Land -- Desert {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Survivors' Encampment Land -- Desert {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weapon Surge Instant Target creature you control gets +1/+0 and gains first strike until end of turn. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weapon Surge Instant Target creature you control gets +1/+0 and gains first strike until end of turn. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flaring Pain Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage Sorcery Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage Sorcery Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Caves Enchantment -- Aura Enchant land As long as enchanted land is a basic Mountain, Goblin creatures get +0/+2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R R

Enchant land
As long as enchanted land is a basic
Mountain, Goblin creatures get
+0/+2.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev