

Agatha's Soul Cauldron ② Legendary Artifact You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Battle Cry Goblin ①Ⓜ Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeches, Eager Pillager ②Ⓜ Legendary Creature -- Goblin Pirate First strike Whenever a Pirate you control attacks, choose one that hasn't been chosen this turn -- * Create a Treasure token. * Target creature can't block this turn. * Exile the top card of your library. You may play it this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broadside Bombardiers ②Ⓜ Creature -- Goblin Pirate Menace, haste Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.) 2/2 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 PLAYbotbox.dev	Burst Lightning R Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainsaw 1R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conspicuous Snoop RR Creature -- Goblin Rogue Play with the top card of your library revealed. You may cast Goblin spells from the top of your library. As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconautics Engineer Creature -- Goblin Artificer 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.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Fodder Sorcery Create two 1/1 red Goblin creature tokens. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dropkick Bomber Creature -- Goblin Warrior 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." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fable of the Mirror-Breaker Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatical Firebrand Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanged Flames Sorcery Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame Slash Sorcery Flame Slash deals 4 damage to target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Foundry Street Denizen (R) 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	Frenzied Goblin (R) Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fugitive Codebreaker (1)(R) Creature -- Goblin Rogue Prowess, haste Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, discard your hand, then draw three cards. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fury (3)(R)(R) Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Galvanic Discharge (R) Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gempalm Incinerator (2)(R) Creature -- Goblin Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	General Kreat, the Boltbringer (2)(R) Legendary Creature -- Goblin Soldier Whenever one or more Goblins you control attack, create a 1/1 red Goblin creature token that's tapped and attacking. Whenever another creature you control enters, General Kreat deals 1 damage to each opponent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Banneret (R) Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) {1}{R}: This creature gets +2/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Bombardment ①Ⓡ Enchantment Sacrifice a creature: This enchantment deals 1 damage to any target. 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Chieftain ①ⓇⓇ Creature -- Goblin Haste (This creature can attack and {T} as soon as it comes under your control.) Other Goblin creatures you control get +1/+1 and have haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Cratermaker ①Ⓡ Creature -- Goblin Warrior {1}, Sacrifice this creature: Choose one -- * This creature deals 2 damage to target creature. * Destroy target colorless nonland permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Influx Array ③Ⓡ Enchantment Goblin spells you cast cost {R} less to cast. (If it doesn't require {R}, it costs {1} less to cast.) At the beginning of your end step, conjure a random card from Goblin Influx Array's spellbook into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Instigator ①Ⓡ Creature -- Goblin Rogue When this creature enters, create a 1/1 red Goblin creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Matron ②Ⓡ Creature -- Goblin 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	Goblin Morale Sergeant ①Ⓡ Creature -- Goblin Soldier Haste Enlist Whenever Goblin Morale Sergeant enlists a nontoken creature, you may conjure a duplicate of that creature into the top five cards of your library at random. The duplicate perpetually gets +1/+0 and gains haste. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Rabblemaster (2)(R) Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Ringleader (3)(R) Creature -- Goblin Haste (This creature can attack and {T} as soon as it comes under your control.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goro-Goro, Disciple of Ryusei (1)(R) Legendary Creature -- Goblin Samurai {R}: Creatures you control gain haste until end of turn. {3}{R}{R}: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasewrench Goblin (R) Creature -- Goblin Artificer Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gut, True Soul Zealot (2)(R) Legendary Creature -- Goblin Shaman Whenever you attack, you may sacrifice another creature or an artifact. If you do, create a 4/1 black Skeleton creature token with menace that's tapped and attacking. (It can't be blocked except by two or more creatures.) Choose a Background (You can have a Background as a second commander.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hobgoblin Bandit Lord (1)(R)(R) Creature -- Goblin Rogue Other Goblins you control get +1/+1. {R}, {T}: This creature deals damage equal to the number of Goblins that entered the battlefield under your control this turn to any target. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Krenko, Mob Boss (2)(R)(R) 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's Command 1 R Sorcery Create two 1/1 red Goblin creature tokens. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mephit's Enthusiasm 1 R Sorcery This sorcery deals 4 damage to target creature or planeswalker. If excess damage was dealt this way, note that excess damage, then you get a one-time boon with "When you cast a creature spell, it perpetually gets +X/+0, where X is the noted number." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Metallic Mimic 2 Artifact Creature -- Shapeshifter As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Each other creature you control of the chosen type enters with an additional +1/+1 counter on it. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moria Marauder R R Creature -- Goblin Warrior Double strike Whenever a Goblin or Orc you control deals combat damage to a player, exile the top card of your library. You may play that card this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land ({T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Muxus, Goblin Grandee 4RR Legendary Creature -- Goblin Noble When Muxus enters, reveal the top six cards of your library. Put all Goblin creature cards with mana value 5 or less from among them onto the battlefield and the rest on the bottom of your library in a random order. Whenever Muxus attacks, it gets +1/+1 until end of turn for each other Goblin you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②R

Whenever Pashalik Mons or another Goblin you control dies, Pashalik Mons deals 1 damage to any target. {3}{R}, Sacrifice a Goblin: Create two 1/1 red Goblin creature tokens.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③④

Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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 PLAY botbox.dev

®

First strike, haste
{2}{R}, Sacrifice this creature:
Draw a card and create a Treasure
token. (It's an artifact with "{T},
Sacrifice this token: Add one mana
of any color.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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First strike
Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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 botbox.dev

Sandstorm Verge

Land - - Desert

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{T}: Add {C}.
{3}, {T}: Target creature can't
block this turn. Activate only as a
sorcery.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Scorching Shot deals 5 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

3 R R

Creature -- Goblin

When this creature enters, create three 1/1 red Goblin creature tokens.
{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin

Sacrifice a Goblin: Add $\{R\}$.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Legendary Creature -- Goblin Noble

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin Warrior

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.)
{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundering Eruption2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. ----- BACK FACE ----- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tin Street DodgerR Creature -- Goblin Rogue Haste {R}: This creature can't be blocked this turn except by creatures with defender. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volley Veteran3R Creature -- Goblin Warrior When this creature enters, it deals damage to target creature an opponent controls equal to the number of Goblins you control. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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