

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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Goblin Goon (3) (R)

Creature -- Goblin Mutant

This creature can't attack unless you control more creatures than defending player.
This creature can't block unless you control more creatures than attacking player.

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Goblin King (1)(R)(R)

Creature -- Goblin

Other Goblins get +1/+1 and have mountainwalk.

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Goblin Lackey

Creature -- Goblin

Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.

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Goblin Piledriver (1)(R) Creature -- Goblin Warrior Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.) Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Piledriver (1)(R) Creature -- Goblin Warrior Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.) Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin. 1/2 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	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
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Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg Fanatic R Creature -- Goblin Sacrifice this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sacrifice this creature: It deals 1 damage to any target.

1/1

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1/1

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1/1

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Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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
Naturalize Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

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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

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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

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

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Creature -- Goblin

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

1/1

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Land

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

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2 R R

Sorcery

Destroy all white permanents.

[sidebar]

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Creature -- Goblin

This creature doesn't untap during your untap step.

Whenever a creature dies, untap this creature.

{T}: This creature deals 1 damage to any target.

[sidebar]

1/1

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Instant

Destroy target artifact or enchantment.

[sidebar]

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Instant

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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]

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Choose one --

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

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4 R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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You may exile a red card from your hand rather than pay this spell's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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Choose one --

- * Counter target blue spell.
- * Destroy target blue permanent.

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Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
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{T}, Sacrifice this artifact: Exile target player's graveyard.

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