

① R

{1}, Sacrifice a creature: Exile the top card of your library. You may play that card this turn. (You still pay its costs. You can play a land this way only if you have an available land play remaining.)

2/2

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B

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

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Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn.

Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

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Sacrifice a Goblin: Regenerate target creature.

0/2

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Goblin Chirurgeon R Creature -- Goblin Shaman Sacrifice a Goblin: Regenerate target creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Matron 2R 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 PLAYbotbox.dev	Goblin Matron 2R 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 PLAYbotbox.dev	Goblin Matron 2R 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 PLAYbotbox.dev
Goblin Matron 2R 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 PLAYbotbox.dev	Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Impulsive Pilferer (R) Creature -- Goblin Pirate When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impulsive Pilferer (R) Creature -- Goblin Pirate When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impulsive Pilferer (R) Creature -- Goblin Pirate When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impulsive Pilferer (R) Creature -- Goblin Pirate When this creature dies, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Makeshift Munitions (1)(R) Enchantment {1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target. 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	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

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
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Putrid Goblin 1 B Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrid Goblin 1 B Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrid Goblin 1 B Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrid Goblin 1 B Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rakdos Carnarium Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rowan's Grim Search 2 B Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard. You draw two cards and you lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rowan's Grim Search 2 B Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard. You draw two cards and you lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shred Memory Instant Exile up to four target cards from a single graveyard. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shred Memory Instant Exile up to four target cards from a single graveyard. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stormshriek Feral Creature -- Dragon Flying, haste {1}{R}: This creature gets +1/+0 until end of turn. 3/3 ----- ADVENTURE ----- Flush Out Sorcery -- Omen Discard a card. If you do, draw two cards. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormshriek Feral Creature -- Dragon Flying, haste {1}{R}: This creature gets +1/+0 until end of turn. 3/3 ----- ADVENTURE ----- Flush Out Sorcery -- Omen Discard a card. If you do, draw two cards. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Black Enchantment {1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Blue Enchantment {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Green Enchantment {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② W

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{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
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① ② G

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

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Scry 2, then draw a card.

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Scry 2, then draw a card.

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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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