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| <div><div><div><b>Battle Cry Goblin</b></div><div><div>1</div><div>R</div></div></div><div>Creature -- Goblin</div><div><div><div><div><div>{1}{R}: Goblins you control get +1/+0 and gain haste until end of turn.</div><div>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.</div></div></div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Battle Cry Goblin</b></div><div><div>1</div><div>R</div></div></div><div>Creature -- Goblin</div><div><div><div><div><div>{1}{R}: Goblins you control get +1/+0 and gain haste until end of turn.</div><div>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.</div></div></div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Battle Cry Goblin</b></div><div><div>1</div><div>R</div></div></div><div>Creature -- Goblin</div><div><div><div><div><div>{1}{R}: Goblins you control get +1/+0 and gain haste until end of turn.</div><div>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.</div></div></div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Battle Cry Goblin</b></div><div><div>1</div><div>R</div></div></div><div>Creature -- Goblin</div><div><div><div><div><div>{1}{R}: Goblins you control get +1/+0 and gain haste until end of turn.</div><div>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.</div></div></div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div><b>Blackcleave Cliffs</b></div><div>Land</div></div><div><div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {B} or {R}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                           | <div><div><div><b>Blackcleave Cliffs</b></div><div>Land</div></div><div><div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {B} or {R}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                           | <div><div><div><b>Blackcleave Cliffs</b></div><div>Land</div></div><div><div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {B} or {R}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                           | <div><div><div><b>Blackcleave Cliffs</b></div><div>Land</div></div><div><div><div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {B} or {R}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                           |



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| <b>Cacophony Scamp</b> (R)<br>Creature -- Phyrexian Goblin Warrior<br>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cacophony Scamp</b> (R)<br>Creature -- Phyrexian Goblin Warrior<br>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Call of the Death-Dweller</b> (2)(B)<br>Sorcery<br>Return up to two target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a deathtouch counter on either of them. Then put a menace counter on either of them.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Call of the Death-Dweller</b> (2)(B)<br>Sorcery<br>Return up to two target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a deathtouch counter on either of them. Then put a menace counter on either of them.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Call of the Death-Dweller</b> (2)(B)<br>Sorcery<br>Return up to two target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a deathtouch counter on either of them. Then put a menace counter on either of them.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Call of the Death-Dweller</b> (2)(B)<br>Sorcery<br>Return up to two target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a deathtouch counter on either of them. Then put a menace counter on either of them.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                    | <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                    |

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| <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                       | <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                               | <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                               | <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Den of the Bugbear</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {R}.<br>{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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Den of the Bugbear</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {R}.<br>{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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fable of the Mirror-Breaker</b> (2)(R)<br>Enchantment -- Saga<br>(As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br>----- BACK FACE -----<br><b>Reflection of Kiki-Jiki</b><br>Enchantment Creature -- Goblin Shaman<br>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>Fable of the Mirror-Breaker</b> <span>2R</span> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>           II -- You may discard up to two cards. If you do, draw that many cards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>           ----- BACK FACE -----         </div> <div> <b>Reflection of Kiki-Jiki</b> </div> <div>           Enchantment Creature -- Goblin Shaman         </div> <div>           {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Fable of the Mirror-Breaker</b> <span>2R</span> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>           II -- You may discard up to two cards. If you do, draw that many cards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>           ----- BACK FACE -----         </div> <div> <b>Reflection of Kiki-Jiki</b> </div> <div>           Enchantment Creature -- Goblin Shaman         </div> <div>           {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Fatal Push</b> <span>B</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Fatal Push</b> <span>B</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Fatal Push</b> <span>B</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <b>Fireblade Charger</b> <span>R</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           As long as this creature is equipped, it has haste.<br/>           When this creature dies, it deals damage equal to its power to any target.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Fireblade Charger</b> <span>R</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           As long as this creature is equipped, it has haste.<br/>           When this creature dies, it deals damage equal to its power to any target.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>             | <div> <b>Goblin Chainwhirler</b> <span>RRR</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           First strike<br/>           When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>            |

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| <div><div><b>Goblin Chainwhirler</b> (R)(R)(R)</div><div>Creature -- Goblin Warrior</div><div>First strike<br/>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Goblin Chainwhirler</b> (R)(R)(R)</div><div>Creature -- Goblin Warrior</div><div>First strike<br/>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Goblin Chainwhirler</b> (R)(R)(R)</div><div>Creature -- Goblin Warrior</div><div>First strike<br/>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  |
| <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><b>Rundvelt Hordemaster</b> (1)(R)</div><div>Creature -- Goblin Warrior</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Rundvelt Hordemaster</b> 1R<br>Creature -- Goblin Warrior<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rundvelt Hordemaster</b> 1R<br>Creature -- Goblin Warrior<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rundvelt Hordemaster</b> 1R<br>Creature -- Goblin Warrior<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Skirk Prospector</b> R<br>Creature -- Goblin<br>Sacrifice a Goblin: Add {R}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                         |
| <b>Skirk Prospector</b> R<br>Creature -- Goblin<br>Sacrifice a Goblin: Add {R}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Skirk Prospector</b> R<br>Creature -- Goblin<br>Sacrifice a Goblin: Add {R}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Skirk Prospector</b> R<br>Creature -- Goblin<br>Sacrifice a Goblin: Add {R}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Sokenzan, Crucible of Defiance</b><br>Legendary Land<br>{T}: Add {R}.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

## Sulfurous Springs

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

{T}: Add {C}.  
{T}: Add {B} or {R}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Zoyowa Lava-Tongue** 

Legendary Creature -- Goblin Warlock

**Deathtouch**  
At the beginning of your end step, if you descended this turn, each opponent may discard a card or sacrifice a permanent of their choice. Zoyowa deals 3 damage to each opponent who didn't. (You descended if a permanent card was put into your graveyard from anywhere.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Zoyowa Lava-Tongue** (B)(R)

Legendary Creature -- Goblin Warlock

**Deathtouch**  
At the beginning of your end step, if you descended this turn, each opponent may discard a card or sacrifice a permanent of their choice. Zoyowa deals 3 damage to each opponent who didn't. (You descended if a permanent card was put into your graveyard from anywhere.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Exuberant Fuseling <sup>®</sup>

Creature -- Phyrexian Goblin Warrior

Trample  
This creature gets +1/+0 for each oil counter on it.  
When this creature enters and whenever another creature or artifact you control is put into a graveyard from the battlefield, put an oil counter on this creature.

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Exuberant Fuseling** 

Creature -- Phyrexian Goblin Warrior

Trample  
This creature gets +1/+0 for each oil counter on it.  
When this creature enters and whenever another creature or artifact you control is put into a graveyard from the battlefield, put an oil counter on this creature.

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fatal Push (B)

Instant

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Heartless Act** (1)(B)

Instant

```
Choose one --
* Destroy target creature with no
counters on it.
* Remove up to three counters from
target creature.
```

[sideboard]

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| <div> <b>Heartless Act</b> <span>1B</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with no counters on it.</li> <li>* Remove up to three counters from target creature.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                    | <div> <b>Leyline of the Void</b> <span>2BB</span> </div> <div> Enchantment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                   | <div> <b>Leyline of the Void</b> <span>2BB</span> </div> <div> Enchantment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                   | <div> <b>Leyline of the Void</b> <span>2BB</span> </div> <div> Enchantment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                   |
| <div> <b>Reckless Bushwhacker</b> <span>2R</span> </div> <div> Creature -- Goblin Warrior Ally </div> <div> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)</p> <p>Haste</p> <p>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> [sideboard] </div> <div> <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Reckless Bushwhacker</b> <span>2R</span> </div> <div> Creature -- Goblin Warrior Ally </div> <div> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)</p> <p>Haste</p> <p>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> [sideboard] </div> <div> <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Squee, Dubious Monarch</b> <span>2R</span> </div> <div> Legendary Creature -- Goblin Noble </div> <div> <p>Haste</p> <p>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.</p> <p>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.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Squee, Dubious Monarch</b> <span>2R</span> </div> <div> Legendary Creature -- Goblin Noble </div> <div> <p>Haste</p> <p>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.</p> <p>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.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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