

Become Immense 56 Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Become Immense 56 Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Become Immense 56 Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Become Immense 56 Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. 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

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Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

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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

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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 bothbox.dev

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

Create three 1/1 red Goblin creature tokens.

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Create three 1/1 red Goblin creature tokens.

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{R}: This creature gets +1/+0 until end of turn.

Dash {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.)

1/1

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Lightning Berserker (R) Creature -- Human Berserker {R}: This creature gets +1/+0 until end of turn. Dash {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Berserker (R) Creature -- Human Berserker {R}: This creature gets +1/+0 until end of turn. Dash {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Berserker (R) Creature -- Human Berserker {R}: This creature gets +1/+0 until end of turn. Dash {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Scout (R)(R) Creature -- Goblin Scout 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.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mardu Scout (R)(R) Creature -- Goblin Scout 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.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Scout (R)(R) Creature -- Goblin Scout 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.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Scout (R)(R) Creature -- Goblin Scout 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.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Swiftspear (R) Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 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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Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temur Battle Rage Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.

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Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.

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