Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Cursecrafter (B)(R)

Creature -- Goblin Warlock

Deathtouch
Whenever another Goblin you control dies, this creature deals 1 damage to each opponent.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deathtouch
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jaylinv1 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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Creature -- Goblin Warlock

Deathtouch
Whenever another Goblin you control dies, this creature deals 1 damage to each opponent.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Mischief {2}{B}

Kindred Enchantment -- Goblin

When this enchantment enters, you may blight 1. If you do, create two 1/1 black and red Goblin creature tokens. (To blight 1, put a -1/-1 counter on a creature you control.)
Whenever a Goblin creature you control dies, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a Goblin creature you control dies, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeches, Eager Pillager {2}{R}

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

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chronicle of Victory {6}

Legendary Artifact

As Chronicle of Victory enters, choose a creature type.
Creatures you control of the chosen type get +2/+2 and have first strike and trample.
Whenever you cast a spell of the chosen type, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draconautics Engineer {1}{R}

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 PLAY botbox.dev

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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 PLAY botbox.dev

Dropkick Bomber {2}{R}

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 PLAY botbox.dev

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{R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Boggart {B/R}{B/R}{B/R}

Creature -- Goblin Scout

When this creature enters, look at the top four cards of your library. You may reveal a Goblin, Swamp, or Mountain card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Boggart {B/R}{B/R}{B/R}

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Eclipsed Realms

Land

As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Realms

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As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatical Firebrand (R)

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 PLAY botbox.dev

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{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher (1)(R)

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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Max speed -- {T}: Add {R} for each Goblin you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impact Tremors (1)(R)

Enchantment

Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

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Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

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, Mob Boss (2)(R)(R)

Legendary Creature -- Goblin Warrior

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jaylinv1 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jaylinv1 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 6/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Searslicer Goblin (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

Searslicer Goblin (1)(R)

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2/1

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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taurean Mauler (2)(R)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jaylinv1 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Changeling (This card is every creature type.)
Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volley Veteran (3)(R)

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 PLAY botbox.dev

Volley Veteran (3)(R)

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 PLAY botbox.dev

Abrade (1)(R)

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bogslither's Embrace (1)(B)

Sorcery

As an additional cost to cast this spell, blight 1 or pay {3}. (To blight 1, put a -1/-1 counter on a creature you control.)
Exile target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jaylinv1 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nowhere to Run (1)(B)

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nowhere to Run (1)(B)

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Lackey (R)

Creature -- Goblin Pirate

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.")

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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[sideboard]

1/2

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Shock Ⓡ

Instant

Shock deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock Ⓡ

Instant

Shock deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock Ⓡ

Instant

Shock deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jaylinv1 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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