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{1}{R}: Goblins you control get
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Pack tactics -- Whenever this
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.
It's still a land. ({S} can be paid with one mana from a snow source.)

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As long as this creature is equipped, it has haste.
When this creature dies, it deals damage equal to its power to any target.

1/1

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Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.

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Haste
Whenever this creature becomes
blocked, it deals 1 damage to target
creature blocking it.

1/1

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Whenever this creature becomes blocked, it deals 1 damage to target creature blocking it.

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Other Goblins you control get +1/+1.
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2/3

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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.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, this creature gains first strike until end of turn.

3/1

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Price of Loyalty ②R Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. If mana from a Treasure was spent to cast this spell, that creature gets +2/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roil Eruption ①R Sorcery Kicker {5} (You may pay an additional {5} as you cast this spell.) Roil Eruption deals 3 damage to any target. If this spell was kicked, it deals 5 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roil Eruption ①R Sorcery Kicker {5} (You may pay an additional {5} as you cast this spell.) Roil Eruption deals 3 damage to any target. If this spell was kicked, it deals 5 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roil Eruption ①R Sorcery Kicker {5} (You may pay an additional {5} as you cast this spell.) Roil Eruption deals 3 damage to any target. If this spell was kicked, it deals 5 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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You See a Pair of Goblins (2)(R) Instant Choose one -- * Charge Them -- Creatures you control get +2/+0 until end of turn. * Befriend Them -- Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	You See a Pair of Goblins (2)(R) Instant Choose one -- * Charge Them -- Creatures you control get +2/+0 until end of turn. * Befriend Them -- Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	You See a Pair of Goblins (2)(R) Instant Choose one -- * Charge Them -- Creatures you control get +2/+0 until end of turn. * Befriend Them -- Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	You See a Pair of Goblins (2)(R) Instant Choose one -- * Charge Them -- Creatures you control get +2/+0 until end of turn. * Befriend Them -- Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Hands (1)(R) Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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This spell can't be countered.
Magic Missile deals 3 damage divided
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