

Alchemist's Gambit (1)(R)(R) Sorcery Cleave {4}{U}{U}{R} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Take an extra turn after this one. During that turn, damage can't be prevented. [At the beginning of that turn's end step, you lose the game.] Exile Alchemist's Gambit. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Cry Goblin (1)(R) Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Cry Goblin (1)(R) Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Cry Goblin (1)(R) Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Faceless Haven

Snow Land

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Fireblade Charger

Creature -- Goblin Warrior

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

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Frost Bite

Snow Instant

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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{R}, {T}: This creature deals damage equal to the number of Goblins that entered the battlefield under your control this turn to any target.

2/3

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Hobgoblin Bandit Lord (1)(R)(R) Creature -- Goblin Rogue Other Goblins you control get +1/+1. {R}, {T}: This creature deals damage equal to the number of Goblins that entered the battlefield under your control this turn to any target. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hobgoblin Captain (1)(R) Creature -- Goblin Barbarian 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hobgoblin Captain (1)(R) Creature -- Goblin Barbarian 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hobgoblin Captain (1)(R) Creature -- Goblin Barbarian 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Hulking Bugbear 1 R R Creature -- Goblin Haste 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Roil Eruption 1 R 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 1 R 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 1 R 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 1 R 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. (This includes by the ward ability.)
Heated Debate deals 4 damage to target creature or planeswalker.

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Magic Missile deals 3 damage divided
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