

<div><div><div>Fireblast</div><div><div>4</div><div>R</div><div>R</div></div></div><div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Goblin Blast-Runner</div><div><div>R</div></div></div><div><div>Creature -- Goblin</div><div>This creature gets +2/+0 and has menace as long as you sacrificed a permanent this turn.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Goblin Blast-Runner</div><div><div>R</div></div></div><div><div>Creature -- Goblin</div><div>This creature gets +2/+0 and has menace as long as you sacrificed a permanent this turn.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Goblin Blast-Runner</div><div><div>R</div></div></div><div><div>Creature -- Goblin</div><div>This creature gets +2/+0 and has menace as long as you sacrificed a permanent this turn.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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®

Kicker {R} (You may pay an additional {R} as you cast this spell.)
When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.

1/1

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®

This creature can't attack unless you've cast a creature spell this turn.

2/2

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This creature can't attack unless you've cast a creature spell this turn.

2/2

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2/2

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As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target.

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Goblin Grenade deals 5 damage to any target.

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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As an additional cost to cast this spell, sacrifice a Goblin.
Goblin Grenade deals 5 damage to any target.

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Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

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1/1

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Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

®

As long as you control an artifact, this creature gets +1/+0 and has haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

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1/2

<div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Mogg Conscripts (R) Creature -- Goblin This creature can't attack unless you've cast a creature spell this turn. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg Conscripts (R) Creature -- Goblin This creature can't attack unless you've cast a creature spell this turn. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg Conscripts (R) Creature -- Goblin This creature can't attack unless you've cast a creature spell this turn. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg Raider (R) Creature -- Goblin Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mogg Raider (R) Creature -- Goblin Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg War Marshal (1)(R) Creature -- Goblin Warrior Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters or dies, create a 1/1 red Goblin creature token. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg War Marshal (1)(R) Creature -- Goblin Warrior Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters or dies, create a 1/1 red Goblin creature token. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg War Marshal (1)(R) Creature -- Goblin Warrior Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters or dies, create a 1/1 red Goblin creature token. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters or dies, create a 1/1 red Goblin creature token.

1/1

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Basic Land -- Mountain

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

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Basic Land -- Mountain

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Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> Voldaren Epicure Ⓡ </div> <div> Creature -- Vampire </div> <div> When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Voldaren Epicure Ⓡ </div> <div> Creature -- Vampire </div> <div> When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Voldaren Epicure Ⓡ </div> <div> Creature -- Vampire </div> <div> When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Voldaren Epicure Ⓡ </div> <div> Creature -- Vampire </div> <div> When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Cast into the Fire ①Ⓡ </div> <div> Instant </div> <div> Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Cast into the Fire ①Ⓡ </div> <div> Instant </div> <div> Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Cast into the Fire ①Ⓡ </div> <div> Instant </div> <div> Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Cast into the Fire ①Ⓡ </div> <div> Instant </div> <div> Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

®

Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
```

1/1

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As an additional cost to cast this spell, sacrifice a land.
Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

As an additional cost to cast this spell, sacrifice a land.
Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

<div><div><div>Red Elemental Blast</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Seal of Fire</div><div>R</div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Seal of Fire</div><div>R</div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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