

Dynacharge Instant Target creature you control gets +2/+0 until end of turn. Overload {2}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dynacharge Instant Target creature you control gets +2/+0 until end of turn. Overload {2}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dynacharge Instant Target creature you control gets +2/+0 until end of turn. Overload {2}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dynacharge Instant Target creature you control gets +2/+0 until end of turn. Overload {2}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Foundry Street Denizen Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundry Street Denizen Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundry Street Denizen Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foundry Street Denizen Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Grenade R Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Grenade R Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Grenade R Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Grenade R Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Goblin Piledriver 1 R Creature -- Goblin Warrior 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 PLAYbotbox.dev	Goblin Piledriver 1 R Creature -- Goblin Warrior 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 PLAYbotbox.dev	Goblin Piledriver 1 R Creature -- Goblin Warrior 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 PLAYbotbox.dev	Goblin Piledriver 1 R Creature -- Goblin Warrior 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 PLAYbotbox.dev

① R R

Goblin spells you cast cost {1} less to cast.
Goblins you control have haste.

2/2

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Goblins you control have haste.

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2 R R

{T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control.

3/3

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② R R

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3/3

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Lightning Bolt deals 3 damage to any target.

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Mogg War Marshal 1R 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg War Marshal 1R 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg War Marshal 1R 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg War Marshal 1R 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Haste (This creature can attack and {T} as soon as it comes under your control.)

1/1

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① R

Create two 1/1 red Goblin creature tokens.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Create two 1/1 red Goblin creature tokens.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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[sidebar]

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Goblin Rabblemaster 2 R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Goblin Rabblemaster 2 R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Hordeling Outburst 1 R R Sorcery Create three 1/1 red Goblin creature tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Hordeling Outburst 1 R R Sorcery Create three 1/1 red Goblin creature tokens. 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