

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.)
When you cycle this card, you may have it deal X damage to target creature, where X is the number of Goblins on the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.

1/1

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1/1
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②R

When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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① R

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Ringleader (3)(R) Creature -- Goblin Haste (This creature can attack and {T} as soon as it comes under your control.) When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Ringleader (3)(R) Creature -- Goblin Haste (This creature can attack and {T} as soon as it comes under your control.) When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Ringleader (3)(R) Creature -- Goblin Haste (This creature can attack and {T} as soon as it comes under your control.) When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Ringleader (3)(R) Creature -- Goblin Haste (This creature can attack and {T} as soon as it comes under your control.) When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Sharpshooter (2)(R) Creature -- Goblin This creature doesn't untap during your untap step. Whenever a creature dies, untap this creature. {T}: This creature deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Tinkerer (1)(R) Creature -- Goblin Artificer {R}, {T}: Destroy target artifact. That artifact deals damage equal to its mana value to this creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Warchief (1)(R)(R) Creature -- Goblin Warrior Goblin spells you cast cost {1} less to cast. Goblins you control have haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Warchief (1)(R)(R) Creature -- Goblin Warrior Goblin spells you cast cost {1} less to cast. Goblins you control have haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Goblins you control have haste.

2/2

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Goblins you control have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
1 damage to you.

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Sacrifice this creature: It deals 1 damage to any target.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mogg Fanatic

Creature -- Goblin

Sacrifice this creature: It deals 1 damage to any target.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

{{T}}: Add {R}.)

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Basic Land -- Mountain

{{T}}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize16 Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Naturalize16 Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize16 Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

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Creature -- Goblin

When this creature enters, create three 1/1 red Goblin creature tokens.

{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin

When this creature enters, create three 1/1 red Goblin creature tokens.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin

Sacrifice a Goblin: Add $\{R\}$.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Naturalize1G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PyroblastR Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PyroblastR Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PyroblastR Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

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④ R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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4 R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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⑨

{T}, Sacrifice this artifact: Exile target player's graveyard.

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{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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Tranquil Domain

16

Instant

Destroy all non-Aura enchantments.

[sideboard]

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Tranquil Domain

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[sideboard]

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Tranquil Domain

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