

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boggart Cursecrafter (B)(R) Creature -- Goblin Warlock Deathtouch Whenever another Goblin you control dies, this creature deals 1 damage to each opponent. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boggart Cursecrafter (B)(R) Creature -- Goblin Warlock Deathtouch Whenever another Goblin you control dies, this creature deals 1 damage to each opponent. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boggart Cursecrafter (B)(R) Creature -- Goblin Warlock Deathtouch Whenever another Goblin you control dies, this creature deals 1 damage to each opponent. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cacophony Scamp (R) Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cacophony Scamp Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cacophony Scamp Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cacophony Scamp Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Conspicuous Snoop R R Creature -- Goblin Rogue Play with the top card of your library revealed. You may cast Goblin spells from the top of your library. As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspicuous Snoop R R Creature -- Goblin Rogue Play with the top card of your library revealed. You may cast Goblin spells from the top of your library. As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - AmosMoses - Pioneer (Pioneer League)

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 4/10 - 8 cards - 2.5 x 3.5 in each

Fireblade Charger (R) 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireblade Charger (R) 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mudbutton Cursetosser (B) Creature -- Goblin Warlock As an additional cost to cast this spell, behold a Goblin or pay {2}. (To behold a Goblin, choose a Goblin you control or reveal a Goblin card from your hand.) This creature can't block. When this creature dies, destroy target creature an opponent controls with power 2 or less. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Rundvelt Hordemaster ①② Creature -- Goblin Warrior Other Goblins you control get +1/+1. Whenever this creature or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rundvelt Hordemaster ①② Creature -- Goblin Warrior Other Goblins you control get +1/+1. Whenever this creature or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rundvelt Hordemaster ①② Creature -- Goblin Warrior Other Goblins you control get +1/+1. Whenever this creature or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector ③ Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Taster of Wares 2B Creature -- Goblin Warlock When this creature enters, target opponent reveals X cards from their hand, where X is the number of Goblins you control. You choose one of those cards. That player exiles it. If an instant or sorcery card is exiled this way, you may cast it for as long as you control this creature, and mana of any type can be spent to cast that spell. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Taster of Wares 2B Creature -- Goblin Warlock When this creature enters, target opponent reveals X cards from their hand, where X is the number of Goblins you control. You choose one of those cards. That player exiles it. If an instant or sorcery card is exiled this way, you may cast it for as long as you control this creature, and mana of any type can be spent to cast that spell. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Taster of Wares 2B Creature -- Goblin Warlock When this creature enters, target opponent reveals X cards from their hand, where X is the number of Goblins you control. You choose one of those cards. That player exiles it. If an instant or sorcery card is exiled this way, you may cast it for as long as you control this creature, and mana of any type can be spent to cast that spell. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player reveals their hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

(As this Saga enters and after your draw step, add a lore counter.)
 I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
 II -- You may discard up to two cards. If you do, draw that many cards.
 III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sidebar]

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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(As this Saga enters and after your draw step,
add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature
token with "Whenever this token attacks,
create a Treasure token."
II -- You may discard up to two cards. If you
do, draw that many cards.
III -- Exile this Saga, then return it to the
battlefield transformed under your control.
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[sideboard]

Enchantment Creature -- Goblin Shaman

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 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.

Fable of the Mirror-Breaker (2)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- -- BACK FACE -- -- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker (2)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- -- BACK FACE -- -- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Leyline of the Void (2)(B)(B)

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void (2)(B)(B)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

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[sideboard]

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The Meathook Massacre (X)(B)(B)

Legendary Enchantment

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.

Whenever a creature you control dies, each opponent loses 1 life.

Whenever a creature an opponent controls dies, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev