Aether Vial (1)

Artifact

At the beginning of your upkeep, you may put a charge counter on this artifact.
{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land -- Swamp Mountain

({T}: Add {B} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land -- Swamp Mountain

({T}: Add {B} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - naruq - Goblins (Legacy Cup Cologne - ELM Qualifier) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Boggart Trawler (2)(B)

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

- - - BACK FACE - - -

Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broadside Bombardiers (2)(R)

Creature -- Goblin Pirate

Menace, haste
Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - naruq - Goblins (Legacy Cup Cologne - ELM Qualifier) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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 PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
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As this land enters, choose a creature type.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

General Kreat, the Boltbringer (2)(R)

Legendary Creature -- Goblin Soldier

Whenever one or more Goblins you control attack, create a 1/1 red Goblin creature token that's tapped and attacking.
Whenever another creature you control enters, General Kreat deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Lackey (R)

Creature -- Goblin

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Lackey (R)

Creature -- Goblin

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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Goblin Lackey (R)

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - naruq - Goblins (Legacy Cup Cologne - ELM Qualifier) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Goblin Lackey — R

Creature -- Goblin

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Matron — 2R

Creature -- Goblin

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

Goblin Matron — 2R

Creature -- Goblin

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

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Goblin Matron — 2R

Creature -- Goblin

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

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Goblin Matron — 2R

Creature -- Goblin

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

Goblin Piledriver — 1R

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 PLAY botbox.dev

Goblin Ringleader — 3R

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 — 3R

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

Playtest cards - naruq - Goblins (Legacy Cup Cologne - ELM Qualifier) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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

Grub, Storied Matriarch {2}{B}

Legendary Creature -- Goblin Warlock

Menace
Whenever this creature enters or transforms into Grub, Storied Matriarch, return up to one target Goblin card from your graveyard to your hand.
At the beginning of your first main phase, you may pay {R}. If you do, transform Grub.

2/1

- - - BACK FACE - - -

Grub, Notorious Auntie

Legendary Creature -- Goblin Warrior

Menace
Whenever Grub attacks, you may blight 1. If you do, create a tapped and attacking token that's a copy of the blighted creature, except it has "At the beginning of the end step, sacrifice this token."
At the beginning of your first main phase, you may pay {B}. If you do, transform Grub.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Howlsquad Heavy {2}{R}

Creature -- Goblin Mercenary

Start your engines!
Other Goblins you control have haste.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.
Max speed -- {T}: Add {R} for each Goblin you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Max speed -- {T}: Add {R} for each Goblin you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Munitions Expert {B}{R}

Creature -- Goblin

Flash
When this creature enters, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - naruq - Goblins (Legacy Cup Cologne - ELM Qualifier) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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When this creature enters, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muxus, Goblin Grandee {4}{R}{R}

Legendary Creature -- Goblin Noble

When Muxus enters, reveal the top six cards of your library. Put all Goblin creature cards with mana value 5 or less from among them onto the battlefield and the rest on the bottom of your library in a random order.
Whenever Muxus attacks, it gets +1/+1 until end of turn for each other Goblin you control.

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rundvelt Hordemaster {1}{R}

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 {R}

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skirk Prospector {R}

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - naruq - Goblins (Legacy Cup Cologne - ELM Qualifier) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Skirk Prospector {R}

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sling-Gang Lieutenant {3}{B}

Creature -- Goblin

When this creature enters, create two 1/1 red Goblin creature tokens.
Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sling-Gang Lieutenant {3}{B}

Creature -- Goblin

When this creature enters, create two 1/1 red Goblin creature tokens.
Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingscourger {1}{R}

Creature -- Goblin Warrior

Echo {3}{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, return target creature an opponent controls to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin Warrior

Echo {3}{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, return target creature an opponent controls to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warren Instigator {R}{R}

Creature -- Goblin Berserker

Double strike
Whenever this creature deals damage to an opponent, you may put a Goblin creature card from your hand onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Cabal Therapy (B)

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name.
Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute (2)

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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[sideboard]

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Artifact

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[sideboard]

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Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Trashmaster {2}{R}{R}

Creature -- Goblin Warrior

Other Goblins you control get +1/+1.
Sacrifice a Goblin: Destroy target artifact.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Munitions Expert {B}{R}

Creature -- Goblin

Flash
When this creature enters, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingscourger {1}{R}

Creature -- Goblin Warrior

Echo {3}{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, return target creature an opponent controls to its owner's hand.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Surgical Extraction

Instant

({B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

({B/P} can be paid with either {B} or 2 life.)
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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - naruq - Goblins (Legacy Cup Cologne - ELM Qualifier) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.