Connecting the Dots {1}{R}

Enchantment

Whenever a creature you control attacks, exile the top card of your library face down. (You can't look at it.)
{1}{R}, Discard your hand, Sacrifice this enchantment: Put all cards exiled with this enchantment into their owners' hands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Connecting the Dots {1}{R}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Fodder {1}{R}

Sorcery

Create two 1/1 red Goblin creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Vanguard {W}

Creature -- Human Soldier

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tjneer - FreeForm (Fantasy Standard Weekly) 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.

Elite Vanguard (W)

Creature -- Human Soldier

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Scapegoat (R)

Creature -- Goat

Haste
When this creature enters, suspect it. (It has menace and can't block.)
Whenever one or more other creatures you control enter, if this creature is suspected, you may suspect one of the other creatures. If you do, this creature is no longer suspected.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haste
When this creature enters, suspect it. (It has menace and can't block.)
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fugitive Codebreaker (1)(R)

Creature -- Goblin Rogue

Prowess, haste
Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)
When this creature is turned face up, discard your hand, then draw three cards.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)
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When this creature is turned face up, discard your hand, then draw three cards.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Assault (2)(R)

Enchantment

At the beginning of your upkeep, create a 1/1 red Goblin creature token with haste.
Goblin creatures attack each combat if able.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tjneer - FreeForm (Fantasy Standard Weekly) 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Assault {2}{R}

Enchantment

At the beginning of your upkeep, create a 1/1 red Goblin creature token with haste.
Goblin creatures attack each combat if able.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Balloon Brigade {R}

Creature -- Goblin Warrior

{R}: This creature gains flying until end of turn.

1/1

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Goblin Balloon Brigade {R}

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1/1

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Goblin Balloon Brigade {R}

Creature -- Goblin Warrior

{R}: This creature gains flying until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krenko, Baron of Tin Street {2}{R}

Legendary Creature -- Goblin

Haste
{T}, Sacrifice an artifact: Put a +1/+1 counter on each Goblin you control.
Whenever an artifact is put into a graveyard from the battlefield, you may pay {R}. If you do, create a 1/1 red Goblin creature token. It gains haste until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krenko, Baron of Tin Street {2}{R}

Legendary Creature -- Goblin

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novice Inspector (W)

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorched Rusalka (R)

Creature -- Spirit

{R}, Sacrifice a creature: This creature deals 1 damage to target player or planeswalker.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scorched Rusalka {R}

Creature -- Spirit

{R}, Sacrifice a creature: This creature deals 1 damage to target player or planeswalker.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

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Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Burning Masks {1}{R}{R}

Enchantment -- Case

When this Case enters, it deals 3 damage to target creature an opponent controls.
To solve -- Three or more sources you controlled dealt damage this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Burning Masks {1}{R}{R}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dog Walker {R}{W}

Creature -- Human Citizen

Vigilance
Disguise {R/W}{R/W} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)
When this creature is turned face up, create two tapped 1/1 white Dog creature tokens.

[sideboard]

3/1

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[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Mountaineer {R}

Creature -- Goblin Scout

Mountainwalk (This creature can't be blocked as long as defending player controls a Mountain.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

[sideboard]

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Lightning Helix {R}{W}

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Lightning Helix deals 3 damage to any target and you gain 3 life.

[sideboard]

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[sideboard]

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Reckless Detective 1R

Creature -- Devil Detective

Whenever this creature attacks, you may sacrifice an artifact or discard a card. If you do, draw a card and this creature gets +2/+0 until end of turn.

[sideboard]

0/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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