

## 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.

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## City of Brass

Land

Whenever this land becomes tapped,  
it deals 1 damage to you.  
{T}: Add one mana of any color.

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**Gempalm Incinerator** (2) (R)

Creature -- Goblin

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.

2/1

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**Gempalm Incinerator** (2) (R)

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2/1

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**Goblin Lackey** 

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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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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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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

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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②③

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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①②R

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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| <b>Goblin Piledriver</b> (1)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                | <b>Goblin Piledriver</b> (1)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                | <b>Goblin Piledriver</b> (1)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                | <b>Goblin Pyromancer</b> (3)(R)<br><hr/> Creature -- Goblin Wizard<br><hr/> When this creature enters, Goblin creatures get +3/+0 until end of turn.<br>At the beginning of the end step, destroy all Goblins.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                |
| <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Goblin Sharpshooter</b> (2)(R)<br><hr/> Creature -- Goblin<br><hr/> <p>This creature doesn't untap during your untap step.<br/>Whenever a creature dies, untap this creature.<br/>{T}: This creature deals 1 damage to any target.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Sharpshooter</b> (2)(R)<br><hr/> Creature -- Goblin<br><hr/> <p>This creature doesn't untap during your untap step.<br/>Whenever a creature dies, untap this creature.<br/>{T}: This creature deals 1 damage to any target.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> <p>Goblin spells you cast cost {1} less to cast.<br/>Goblins you control have haste.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> <p>Goblin spells you cast cost {1} less to cast.<br/>Goblins you control have haste.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                |
| <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> <p>Goblin spells you cast cost {1} less to cast.<br/>Goblins you control have haste.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                    | <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> <p>Goblin spells you cast cost {1} less to cast.<br/>Goblins you control have haste.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                    | <b>Living Death</b> (3)(B)(B)<br><hr/> Sorcery<br><hr/> <p>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Living Death</b> (3)(B)(B)<br><hr/> Sorcery<br><hr/> <p>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

**Playtest cards - Nunomarques - Premodern (Torneio de Premodern Carnaval Viseu)** sheet 5/10 - 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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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shadowblood Ridge</div><div>Land</div><div>{1}, {T}: Add {B}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    |

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| <div><div>Siege-Gang Commander</div><div>3RR</div><div>Creature -- Goblin</div><div>When this creature enters, create three 1/1 red Goblin creature tokens.<br/>{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Siege-Gang Commander</div><div>3RR</div><div>Creature -- Goblin</div><div>When this creature enters, create three 1/1 red Goblin creature tokens.<br/>{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Siege-Gang Commander</div><div>3RR</div><div>Creature -- Goblin</div><div>When this creature enters, create three 1/1 red Goblin creature tokens.<br/>{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skirk Prospector</div><div>R</div><div>Creature -- Goblin</div><div>Sacrifice a Goblin: Add {R}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div>Skirk Prospector</div><div>R</div><div>Creature -- Goblin</div><div>Sacrifice a Goblin: Add {R}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Skirk Prospector</div><div>R</div><div>Creature -- Goblin</div><div>Sacrifice a Goblin: Add {R}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Sulfurous Springs</div><div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Sulfurous Springs</div><div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |
| <div><div>Anarchy</div><div>Sorcery</div><div>Destroy all white permanents.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Cabal Therapy</div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

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.)

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① ② ③

```
All Goblins get +1/+1.
All Goblins are black and are
Zombies in addition to their other
creature types.
```

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1 B R

```
All Goblins get +1/+1.
All Goblins are black and are
Zombies in addition to their other
creature types.
```

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① R R

Other Goblins get +1/+1 and have mountainwalk.

2/2

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① R

{R}, {T}: Destroy target artifact.  
That artifact deals damage equal to  
its mana value to this creature.

1/2

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2 B

Destroy all green creatures. They can't be regenerated.

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

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

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| <div> <div> Red Elemental Blast R </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target blue spell.</li> <li>* Destroy target blue permanent.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Tormod's Crypt B </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Tormod's Crypt B </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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