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 PLAY botbox.dev

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Creature -- Goblin

{1}{R}: Goblins you control get +1/+0 and gain haste until end of turn.
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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 PLAY botbox.dev

Bleeding Woods

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bleeding Woods

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {G}.

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Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle {2}{G}

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kdag, Rooker - Timeless (Timeless Artisan Metachallenge - May 2026) 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.

Bridgeworks Battle 2G

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

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

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

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When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Sell-Sword 1B

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - - -

Burn Together R

Sorcery -- Adventure

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Sell-Sword 1B

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - - -

Burn Together R

Sorcery -- Adventure

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

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

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.

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.
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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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
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Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hemosymbic Mite {G}

Creature -- Mite

Whenever this creature becomes tapped, another target creature you control gets +X/+X until end of turn, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hemosymbic Mite {G}

Creature -- Mite

Whenever this creature becomes tapped, another target creature you control gets +X/+X until end of turn, where X is this creature's power.

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Whenever this creature becomes tapped, another target creature you control gets +X/+X until end of turn, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invigorated Rampage {1}{R}

Instant

Choose one --
* Target creature gets +4/+0 and gains trample until end of turn.
* Two target creatures each get +2/+0 and gain trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invigorated Rampage {1}{R}

Instant

Choose one --
* Target creature gets +4/+0 and gains trample until end of turn.
* Two target creatures each get +2/+0 and gain trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage {R}

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kdag, Rooker - Timeless (Timeless Artisan Metachallenge - May 2026) 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.

Monstrous Rage (R)

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

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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

Mountain

Basic Land -- Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Picnic Ruiner {1}{R}

Creature -- Goblin Rogue

Whenever this creature attacks while you control a creature with power 4 or greater, this creature gains double strike until end of turn.

2/2

- - - ADVENTURE - - -

Stolen Goodies {3}{G}

Sorcery -- Adventure

Distribute three +1/+1 counters among any number of target creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stolen Goodies {3}{G}

Sorcery -- Adventure

Distribute three +1/+1 counters among any number of target creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Charge {R}

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Charge {R}

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revitalizing Repast {B/G}

Instant

Put a +1/+1 counter on target creature. It gains indestructible until end of turn.

- - - BACK FACE - - -

Old-Growth Grove

Land

This land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revitalizing Repast {B/G}

Instant

Put a +1/+1 counter on target creature. It gains indestructible until end of turn.

- - - BACK FACE - - -

Old-Growth Grove

Land

This land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kdag, Rooker - Timeless (Timeless Artisan Metachallenge - May 2026) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Scale Up {G}

Sorcery

Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4.
Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scale Up {G}

Sorcery

Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4.
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Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stump Stomp {1}{R/G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

- - - BACK FACE - - -

Burnwillow Clearing

Land

This land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stump Stomp {1}{R/G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

- - - BACK FACE - - -

Burnwillow Clearing

Land

This land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stump Stomp {1}{R/G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

- - - BACK FACE - - -

Burnwillow Clearing

Land

This land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thud {R}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Thud deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thud (R)

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Thud deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thud (R)

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
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Thud (R)

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Thud deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Shape (G)

Instant

Choose one. Until end of turn, target creature you control has that base power and toughness, becomes that creature type, and gains that ability.
* 1/3 Turtle with hexproof.
* 1/5 Spider with reach.
* 3/3 Elephant with trample.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense (G)

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense (G)

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cindercone Smite (R)

Sorcery

Cindercone Smite deals 2 damage to target creature. Then create a Treasure token if you weren't the starting player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cindercone Smite (R)

Sorcery

Cindercone Smite deals 2 damage to target creature. Then create a Treasure token if you weren't the starting player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Claim the Firstborn (R)

Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Claim the Firstborn (R)

Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmaw's Ire (R)

Instant

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmaw's Ire (R)

Instant

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaheira, Harper Emissary (1)(G)

Legendary Creature -- Human Elf Druid

Specialize {2}
Hexproof from artifacts and enchantments

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhino's Rampage (R/G)

Sorcery

Target creature you control gets +1/+0 until end of turn. It fights target creature an opponent controls. When excess damage is dealt to the creature an opponent controls this way, destroy up to one target noncreature artifact with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tibalt, Rakish Instigator (2)(R)

Legendary Planeswalker -- Tibalt

Your opponents can't gain life.
[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vine Mare (2)(G)(G)

Creature -- Elemental Horse

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked by black creatures.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vine Mare {2}{G}{G}

Creature -- Elemental Horse

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked by black creatures.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Shape {G}

Instant

Choose one. Until end of turn, target creature you control has that base power and toughness, becomes that creature type, and gains that ability.
* 1/3 Turtle with hexproof.
* 1/5 Spider with reach.
* 3/3 Elephant with trample.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Shape {G}

Instant

Choose one. Until end of turn, target creature you control has that base power and toughness, becomes that creature type, and gains that ability.
* 1/3 Turtle with hexproof.
* 1/5 Spider with reach.
* 3/3 Elephant with trample.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kdag, Rooker - Timeless (Timeless Artisan Metachallenge - May 2026) 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.