

## 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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**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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|--------------------|---|---|---|
| <b>Goblin King</b> | ① | Ⓡ | Ⓡ |
|--------------------|---|---|---|

Creature -- Goblin

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

2/2

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| <b>Goblin King</b> (1)(R)(R)<br>Creature -- Goblin<br>Other Goblins get +1/+1 and have mountainwalk.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Goblin Lackey</b> (R)<br>Creature -- Goblin<br>Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Goblin Lackey</b> (R)<br>Creature -- Goblin<br>Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Goblin Lackey</b> (R)<br>Creature -- Goblin<br>Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           |
| <b>Goblin Lackey</b> (R)<br>Creature -- Goblin<br>Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goblin Matron</b> (2)(R)<br>Creature -- Goblin<br>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goblin Matron</b> (2)(R)<br>Creature -- Goblin<br>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goblin Matron</b> (2)(R)<br>Creature -- Goblin<br>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Goblin Matron</b> (2)(R)<br><hr/> Creature -- Goblin<br><hr/> <p>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                               | <b>Goblin Piledriver</b> (1)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> <p>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.</p> <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/> <p>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.</p> <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/> <p>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.</p> <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/> <p>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.</p> <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/> <p>When this creature enters, Goblin creatures get +3/+0 until end of turn.<br/>At the beginning of the end step, destroy all Goblins.</p> <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/> <p>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.</p> <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/> <p>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.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><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/> Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><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/> Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><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/> Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                       |

®

Sacrifice this creature: It deals 1 damage to any target.

1/1

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1/1

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Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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Basic Land - - Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rishadan Port

Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rishadan Port

Land

$\{T\}$ : Add  $\{C\}$ .  
 $\{1\}, \{T\}$ : Tap target land.

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## Shadowblood Ridge

Land

 $\{1\}, \{T\}: \text{Add } \{B\}\{R\}.$ 

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## Siege-Gang Commander (3R)

Creature -- Goblin

When this creature enters, create three 1/1 red Goblin creature tokens.

**{1}{R}, Sacrifice a Goblin:** This creature deals 2 damage to any target.

2/2

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When this creature enters, create three 1/1 red Goblin creature tokens.

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**Siege-Gang Commander** (3)(R)(R)

Creature -- Goblin

When this creature enters, create three 1/1 red Goblin creature tokens.  
{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.

2/2

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Sacrifice a Goblin: Add {R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Snow Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}: Add {B} or {R}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
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## Land

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{T}: Add {C}.
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## Land

{T}: Add {C}.  
{T}: Add {B} or {R}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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## (B)(R)

Instant

Destroy target creature. It can't be regenerated.

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| <div><div><div>Terminate</div><div><div>B</div><div>R</div></div></div><div><div>Instant</div><div>Destroy target creature. It can't be regenerated.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                        | <div><div><div>Wasteland</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                           | <div><div><div>Wasteland</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                           | <div><div><div>Wasteland</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             |
| <div><div><div>Dralnu's Crusade</div><div><div>1</div><div>B</div><div>R</div></div></div><div><div>Enchantment</div><div>All Goblins get +1/+1.<br/>All Goblins are black and are Zombies in addition to their other creature types.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dralnu's Crusade</div><div><div>1</div><div>B</div><div>R</div></div></div><div><div>Enchantment</div><div>All Goblins get +1/+1.<br/>All Goblins are black and are Zombies in addition to their other creature types.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dralnu's Crusade</div><div><div>1</div><div>B</div><div>R</div></div></div><div><div>Enchantment</div><div>All Goblins get +1/+1.<br/>All Goblins are black and are Zombies in addition to their other creature types.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Perish</div><div>2B</div></div><div>Sorcery</div><div>Destroy all green creatures. They can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Perish</div><div>2B</div></div><div>Sorcery</div><div>Destroy all green creatures. They can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |
| <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyrokinesis</div><div>4RR</div></div><div>Instant</div><div>You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Pyrokinesis</div> <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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