

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

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

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bombardment ①R

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Phan, Brandon - Premodern (Premodern 1K)

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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Goblin King (1)(R)(R) Creature -- Goblin Other Goblins get +1/+1 and have mountainwalk. 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 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Matron (2)(R) 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 (2)(R) 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 (2)(R) 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 (2)(R) 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 (1)(R) 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 Piledriver (1)(R) 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 Piledriver (1)(R) 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 Piledriver (1)(R) 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 Pyromancer (3)(R) Creature -- Goblin Wizard When this creature enters, Goblin creatures get +3/+0 until end of turn. At the beginning of the end step, destroy all Goblins. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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

Playtest cards - Phan, Brandon - Premodern (Premodern 1K) 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.

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shadowblood Ridge Land {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Siege-Gang Commander 3RR 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Siege-Gang Commander 3RR 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Siege-Gang Commander 3RR 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

®

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

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

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

{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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)(R)

Instant

Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminate B R Instant Destroy target creature. It can't be regenerated. 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	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dralnu's Crusade 1 B R Enchantment All Goblins get +1/+1. All Goblins are black and are Zombies in addition to their other creature types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dralnu's Crusade 1 B R Enchantment All Goblins get +1/+1. All Goblins are black and are Zombies in addition to their other creature types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dralnu's Crusade 1 B R Enchantment All Goblins get +1/+1. All Goblins are black and are Zombies in addition to their other creature types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dralnu's Crusade 1 B R Enchantment All Goblins get +1/+1. All Goblins are black and are Zombies in addition to their other creature types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev