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| <b>Cacophony Scamp</b> <span>(R)</span><br>Creature -- Phyrexian Goblin Warrior<br>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.)<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cacophony Scamp</b> <span>(R)</span><br>Creature -- Phyrexian Goblin Warrior<br>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.)<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cacophony Scamp</b> <span>(R)</span><br>Creature -- Phyrexian Goblin Warrior<br>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.)<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cacophony Scamp</b> <span>(R)</span><br>Creature -- Phyrexian Goblin Warrior<br>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.)<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.                                                                                                                                                                                                                  | <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.                                                                                                                                                                                                                  | <b>Dropkick Bomber</b> <span>(2)(R)</span><br>Creature -- Goblin Warrior<br>Other Goblins you control get +1/+1.<br>{R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Dropkick Bomber</b> <span>(2)(R)</span><br>Creature -- Goblin Warrior<br>Other Goblins you control get +1/+1.<br>{R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              |

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| <b>Dropkick Bomber</b> (2)(R)<br>Creature -- Goblin Warrior<br>Other Goblins you control get +1/+1.<br>{R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dropkick Bomber</b> (2)(R)<br>Creature -- Goblin Warrior<br>Other Goblins you control get +1/+1.<br>{R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Fanatical Firebrand</b> (R)<br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.                                                                                        | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.                                                                                        |

## Frenzied Goblin

®

Creature -- Goblin Berserker

Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Monstrous Rage

®

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

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## Mountain

Basic Land -- Mountain

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

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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>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>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rundvelt Hordemaster<sup>1</sup><sub>R</sub></div><div>Creature -- Goblin Warrior</div><div>Other Goblins you control get +1/+1. Whenever this creature or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① R

Other Goblins you control get +1/+1. Whenever this creature or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Raid --** At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                        | <div>Squee, Dubious Monarch 2R</div> <div>Legendary Creature -- Goblin Noble</div> <div>Haste</div> <div>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.</div> <div>You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                       | <div>Squee, Dubious Monarch 2R</div> <div>Legendary Creature -- Goblin Noble</div> <div>Haste</div> <div>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.</div> <div>You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                       | <div>Squee, Dubious Monarch 2R</div> <div>Legendary Creature -- Goblin Noble</div> <div>Haste</div> <div>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.</div> <div>You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                       |
| <div>Torch the Tower R</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div> <div>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</div> <div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower R</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div> <div>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</div> <div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower R</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div> <div>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</div> <div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower R</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div> <div>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</div> <div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 7/10 - 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>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              |
| <div><div>Obliterating Bolt</div><div>1R</div></div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Obliterating Bolt</div><div>1R</div></div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Obliterating Bolt</div><div>1R</div></div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Screaming Nemesis</div><div>2R</div></div> <div>Creature -- Spirit</div> <div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                           | <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <div>When this artifact enters, exile target card from a graveyard.</div> <div>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                      | <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <div>When this artifact enters, exile target card from a graveyard.</div> <div>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                      |
| <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <div>When this artifact enters, exile target card from a graveyard.</div> <div>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                            | <div> <div>Twisted Fealty</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <div>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Twisted Fealty</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <div>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Twisted Fealty</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <div>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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