Burnout Bashtronaut (R)

Creature -- Goblin Warrior

Menace
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{2}: This creature gets +1/+0 until end of turn.
Max speed -- This creature has double strike.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

Dropkick Bomber {2}{R}

Creature -- Goblin Warrior

Other Goblins you control get +1/+1.
{R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Nation Palace

Land

This land enters tapped unless you control a basic land.
{T}: Add {R}.
{1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a basic land.
{T}: Add {R}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Surprise {2}{R}

Instant

Choose one --
* Creatures you control get +2/+0 until end of turn.
* Create two 1/1 red Goblin creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Train Heist {R}

Instant

Spree (Choose one or more additional costs.)
+ {2}{R} -- Untap all creatures you control. If it's your combat phase, there is an additional combat phase after this phase.
+ {2} -- Creatures you control get +1/+0 and gain first strike until end of turn.
+ {R} -- Choose target opponent. Whenever a creature you control deals combat damage to that player this turn, create a tapped Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Howlsquad Heavy {2}{R}

Creature -- Goblin Mercenary

Start your engines!
Other Goblins you control have haste.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.
Max speed -- {T}: Add {R} for each Goblin you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impact Tremors (1)(R)

Enchantment

Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

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Impact Tremors (1)(R)

Enchantment

Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krenko, Mob Boss (2)(R)(R)

Legendary Creature -- Goblin Warrior

{T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krenko, Mob Boss (2)(R)(R)

Legendary Creature -- Goblin Warrior

{T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Searslicer Goblin {1}{R}

Creature -- Goblin Warrior

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

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Shock Brigade {1}{R}

Creature -- Goblin Soldier

Menace (This creature can't be blocked except by two or more creatures.)
Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stadium Headliner {R}

Creature -- Goblin Warrior

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)
{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Turn Inside Out Ⓡ

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmaw's Ire Ⓡ

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]

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Expedited Inheritance {R}{R}

Enchantment

Whenever a creature is dealt damage, its controller may exile that many cards from the top of their library. They may play those cards until the end of their next turn.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sear {1}{R}

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Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower {R}

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
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.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

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