

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brass's Bounty 6 R Sorcery For each land you control, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brass's Bounty 6 R Sorcery For each land you control, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Breeches, Eager Pillager 2 R Legendary Creature -- Goblin Pirate First strike Whenever a Pirate you control attacks, choose one that hasn't been chosen this turn -- * Create a Treasure token. * Target creature can't block this turn. * Exile the top card of your library. You may play it this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeches, Eager Pillager 2 R Legendary Creature -- Goblin Pirate First strike Whenever a Pirate you control attacks, choose one that hasn't been chosen this turn -- * Create a Treasure token. * Target creature can't block this turn. * Exile the top card of your library. You may play it this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bumi Bash 3 R Sorcery Choose one -- * Bumi Bash deals damage equal to the number of lands you control to target creature. * Destroy target land creature or nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bumi Bash 3 R Sorcery Choose one -- * Bumi Bash deals damage equal to the number of lands you control to target creature. * Destroy target land creature or nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning (R) Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Bridge Land This land enters tapped. When this land enters, sacrifice it unless you tap an untapped permanent you control. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devoted Duelist (1)(R) Creature -- Goblin Monk Haste Flurry -- Whenever you cast your second spell each turn, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electro's Bolt (2)(R) Sorcery Electro's Bolt deals 4 damage to target creature. Mayhem {1}{R} (You may cast this card from your graveyard for {1}{R} if you discarded it this turn. Timing rules still apply.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Electro's Bolt (2)(R) Sorcery Electro's Bolt deals 4 damage to target creature. Mayhem {1}{R} (You may cast this card from your graveyard for {1}{R} if you discarded it this turn. Timing rules still apply.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage (2)(R)(R) Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frenzied Goblin (R) 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	Frenzied Goblin (R) 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

®

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

X R R

Goblin Negotiation deals X damage to target creature. Create a number of 1/1 red Goblin creature tokens equal to the amount of excess damage dealt to that creature this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X R R

Goblin Negotiation deals X damage to target creature. Create a number of 1/1 red Goblin creature tokens equal to the amount of excess damage dealt to that creature this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krenko, Baron of Tin Street (2)(R) Legendary Creature -- Goblin Haste {T}, Sacrifice an artifact: Put a +1/+1 counter on each Goblin you control. Whenever an artifact is put into a graveyard from the battlefield, you may pay {R}. If you do, create a 1/1 red Goblin creature token. It gains haste until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko, Baron of Tin Street (2)(R) Legendary Creature -- Goblin Haste {T}, Sacrifice an artifact: Put a +1/+1 counter on each Goblin you control. Whenever an artifact is put into a graveyard from the battlefield, you may pay {R}. If you do, create a 1/1 red Goblin creature token. It gains haste until end of turn. 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	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
Magda, the Hoardmaster (1)(R) Legendary Creature -- Dwarf Berserker Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magda, the Hoardmaster (1)(R) Legendary Creature -- Dwarf Berserker Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molten Man, Inferno Incarnate (2)(R) Legendary Creature -- Elemental Villain When Molten Man enters, search your library for a basic Mountain card, put it onto the battlefield tapped, then shuffle. Molten Man gets +1/+1 for each Mountain you control. When Molten Man leaves the battlefield, sacrifice a land. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molten Man, Inferno Incarnate (2)(R) Legendary Creature -- Elemental Villain When Molten Man enters, search your library for a basic Mountain card, put it onto the battlefield tapped, then shuffle. Molten Man gets +1/+1 for each Mountain you control. When Molten Man leaves the battlefield, sacrifice a land. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GhostFaceKillah - Standard (Australian Open Championships)

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 4/11 - 8 cards - 2.5 x 3.5 in each

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	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
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	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

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	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
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	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

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	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
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	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

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raging Goblinoids (4) (R)

Creature -- Goblin Berserker Villain

Haste
Mayhem {2}{R} (You may cast this
card from your graveyard for {2}{R}
if you discarded it this turn.
Timing rules still apply.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raging Goblinoids (4) (R)

Creature -- Goblin Berserker Villain

Haste
Mayhem {2}{R} (You may cast this
card from your graveyard for {2}{R}
if you discarded it this turn.
Timing rules still apply.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redirect Lightning ^(R)

Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sabotender (1) (R)

Creature -- Plant

Reach
Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sabotender ①Ⓡ

Creature -- Plant

Reach
Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Searslider 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Season of the Bold 3 R R Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Create a tapped Treasure token. {P}{P} -- Exile the top two cards of your library. Until the end of your next turn, you may play them. {P}{P}{P} -- Until the end of your next turn, whenever you cast a spell, Season of the Bold deals 2 damage to up to one target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	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	Suplex 1 R Sorcery Choose one -- * Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead. * Exile target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Fire Crystal 2 R R Legendary Artifact Red spells you cast cost {1} less to cast. Creatures you control have haste. {4}{R}{R}, {T}: Create a token that's a copy of target creature you control. Sacrifice it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underfoot Underdogs 2R Creature -- Goblin Warrior When this creature enters, create a 1/1 red Goblin creature token. {1}, {T}: Target creature you control with power 2 or less can't be blocked this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underfoot Underdogs 2R Creature -- Goblin Warrior When this creature enters, create a 1/1 red Goblin creature token. {1}, {T}: Target creature you control with power 2 or less can't be blocked this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Lotus Hideout Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Lesson or Shrine spell. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wisecrack 2R Instant Target creature deals damage equal to its power to itself. If that creature is attacking, Wisecrack deals 2 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wisecrack 2R Instant Target creature deals damage equal to its power to itself. If that creature is attacking, Wisecrack deals 2 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazing Bomb R Creature -- Elemental Whenever you cast a noncreature spell, if at least four mana was spent to cast it, put a +1/+1 counter on this creature. Blow Up -- {T}, Sacrifice this creature: It deals damage equal to its power to target creature. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brass's Bounty 6R Sorcery For each land you control, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage, Crimson Chaos 2BR Legendary Creature -- Symbiote Villain Trample When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a player, sacrifice it." Mayhem {B}{R} [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B R

Trample
When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a creature, sacrifice it."
Mayhem {B}{R}

4/3

botbox.dev

④⑤

During your turn, you may cast instant and sorcery spells from your graveyard by paying 1 life in addition to their other costs. If a card or token would be put into your graveyard from anywhere, exile it instead.

{1}{R}: Sacrifice this enchantment.

botbox.dev

② ③

{T}, Sacrifice an artifact: Put a +1/+1 counter on each Goblin you control.

Whenever an artifact is put into a graveyard from the battlefield, you may pay {R}. If you do, create a 1/1 red Goblin creature token. It gains haste until end of turn.

3/3

botbox.dev

2 R R

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

3/3

hotbox.de

Ⓡ Ⓡ

This creature has first strike during your turn.
Whenever an opponent draws a card, this creature deals 1 damage to them.

2/2

botbox.dev

① (B/R) (B/R)

At the beginning of your upkeep, discard a card, then create a Treasure token.

Mayhem {2}/{B/R} (You may cast this card from your graveyard for {2}/{B/R} if you discarded it this turn. Timing rules still apply.)

5/4

botbox.dev

① B/R B/R

At the beginning of your upkeep, discard a card, then create a Treasure token.

Mayhem {2}/{B/R} (You may cast this card from your graveyard for {2}/{B/R} if you discarded it this turn. Timing rules still apply.)

5/4

botbox.dev