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{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Mountain.

{T}: Add {R}.

{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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Sacrifice a creature: Add {C}{C}.

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① R

Add {R} for each creature you control.

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Nonbasic lands are Mountains.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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②R

Whenever another Goblin you control is put into a graveyard from the battlefield, you may have this enchantment deal 1 damage to target player or planeswalker.

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Brightstone Ritual R Instant Add {R} for each Goblin on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chaos Warp 2R Instant The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conspicuous Snoop R R Creature -- Goblin Rogue Play with the top card of your library revealed. You may cast Goblin spells from the top of your library. As long as the top card of your library is a Goblin card, this creature has all activated abilities of that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fervor 2R Enchantment Creatures you control have haste. (They can attack and {T} as soon as they come under your control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Diamond 2 Artifact This artifact enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

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End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

At the beginning of your next end step, you lose the game.

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① R

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

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① R R

Haste (This creature can attack and {T} as soon as it comes under your control.)
Other Goblin creatures you control get +1/+1 and have haste.

2/2

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Sacrifice a Goblin: Regenerate target creature.

0/2

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① R

{1}, Sacrifice this creature: Choose one --

- * This creature deals 2 damage to target creature.
- * Destroy target colorless nonland permanent.

2/2

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① R R

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

2/2

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Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.

1/1

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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 Recruiter (1)(R) Creature -- Goblin When this creature enters, search your library for any number of Goblin cards, reveal them, then shuffle and put those cards on top in any order. 1/1 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 Sharpshooter (2)(R) Creature -- Goblin This creature doesn't untap during your untap step. Whenever a creature dies, untap this creature. {T}: This creature deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Trashmaster (2)(R)(R) Creature -- Goblin Warrior Other Goblins you control get +1/+1. Sacrifice a Goblin: Destroy target artifact. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Warchief (1)(R)(R) Creature -- Goblin Warrior Goblin spells you cast cost {1} less to cast. Goblins you control have haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin War Strike (R) Sorcery Goblin War Strike deals damage to target player or planeswalker equal to the number of Goblins you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Wizard Token Creature -- Goblin Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DaniDiBe123 - Duel Commander (Duel Commander)

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;

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sheet 4/13 - 8 cards - 2.5 x 3.5 in each

Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grenzo, Havoc Raiser (R)(R) Legendary Creature -- Goblin Rogue Whenever a creature you control deals combat damage to a player, choose one -- * Goad target creature that player controls. * Exile the top card of that player's library. Until end of turn, you may cast that card and you may spend mana as though it were mana of any color to cast that spell. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hall of the Bandit Lord Legendary Land Hall of the Bandit Lord enters tapped. {T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazoret's Monument (3) Legendary Artifact Red creature spells you cast cost {1} less to cast. Whenever you cast a creature spell, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Herald's Horn (3) Artifact As this artifact enters, choose a creature type. Creature spells you cast of the chosen type cost {1} less to cast. At the beginning of your upkeep, look at the top card of your library. If it's a creature card of the chosen type, you may reveal it and put it into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hobgoblin Bandit Lord (1)(R)(R) Creature -- Goblin Rogue Other Goblins you control get +1/+1. {R}, {T}: This creature deals damage equal to the number of Goblins that entered the battlefield under your control this turn to any target. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ib Halfheart, Goblin Tactician (3)(R) Legendary Creature -- Goblin Advisor Whenever another Goblin you control becomes blocked, sacrifice it. If you do, it deals 4 damage to each creature blocking it. Sacrifice two Mountains: Create two 1/1 red Goblin creature tokens. 3/2 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 5/13 - 8 cards - 2.5 x 3.5 in each

Imperial Recruiter 2 R Creature -- Human Advisor When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jeska's Will 2 R Sorcery Choose one. If you control a commander as you cast this spell, you may choose both instead. * Add {R} for each card in target opponent's hand. * Exile the top three cards of your library. You may play them this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiki-Jiki, Mirror Breaker 2 R R R Legendary Creature -- Goblin Shaman Haste {T}: Create a token that's a copy of target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 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	Krenko, Tin Street Kingpin 2 R Legendary Creature -- Goblin Whenever Krenko attacks, put a +1/+1 counter on it, then create a number of 1/1 red Goblin creature tokens equal to Krenko's power. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Last-Ditch Effort R Instant Sacrifice any number of creatures. Last-Ditch Effort deals that much damage to any target. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Greaves 2 Artifact -- Equipment Equipped creature has haste and shroud. (It can't be the target of spells or abilities.) Equip {0} 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Madblind Mountain Land -- Mountain ({T}: Add {R}.) This land enters tapped. {R}, {T}: Shuffle your library. Activate only if you control two or more red permanents. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mines of Moria Legendary Land Mines of Moria enters tapped unless you control a legendary creature. {T}: Add {R}. {3}{R}, {T}, Exile three cards from your graveyard: Create two Treasure tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moggcatcher Creature -- Human Mercenary {3}, {T}: Search your library for a Goblin permanent card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg Fanatic Creature -- Goblin Sacrifice this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mogg Infestation Sorcery Destroy all creatures target player controls. For each creature that died this way, that player creates two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg Mob Creature -- Goblin Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets. 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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
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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

Mountain

Basic Land - - Mountain

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

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Null Elemental Blast (c)

Instant

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Choose one --
* Counter target multicolored spell.
* Destroy target multicolored
  permanent.
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Nykthos, Shrine to Nyx

Legendary Land

{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

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Pashalik Mons (2) (R)

Legendary Creature -- Goblin Warrior

Whenever Pashalik Mons or another Goblin you control dies, Pashalik Mons deals 1 damage to any target. {3}{R}, Sacrifice a Goblin: Create two 1/1 red Goblin creature tokens.

2/2

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Patchwork Banner 3

Artifact

As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1.

{T}: Add one mana of any color.

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Path of Ancestry

Land

This land enters tapped.
{T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Sacrifice a creature: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Enchantment Creature - God

Indestructible
As long as your devotion to red is less than five, Purphoros isn't a creature.
Whenever another creature you control enters, Purphoros deals 2 damage to each opponent.
{2}{R}: Creatures you control get +1/+0 until end of turn.

6/5

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Instant

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 or activate an ability of a creature source of the chosen type.

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②R

Enchantment

Whenever a creature you control attacks, it gets +1/+0 until end of turn for each other attacking creature that shares a creature type with it.

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sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Siege-Gang Commander ③ⓂⓂ 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 PLAY botbox.dev	Siege-Gang Lieutenant ③Ⓜ Creature -- Goblin Lieutenant -- At the beginning of combat on your turn, if you control your commander, create two 1/1 red Goblin creature tokens. Those tokens gain haste until end of turn. {2}, Sacrifice a Goblin: This creature deals 1 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide ②Ⓜ Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector Ⓜ Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skullclamp ① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Springleaf Drum ① Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch ②Ⓜ Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Staff of Domination ③ Artifact {1}: Untap this artifact. {2}, {T}: You gain 1 life. {3}, {T}: Untap target creature. {4}, {T}: Tap target creature. {5}, {T}: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sword of the Paruns 4 Artifact -- Equipment As long as equipped creature is tapped, tapped creatures you control get +2/+0. As long as equipped creature is untapped, untapped creatures you control get +0/+2. {3}: You may tap or untap equipped creature. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Symmetry Matrix 4 Artifact Whenever a creature you control with power equal to its toughness enters, you may pay {1}. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornbite Staff 2 Kindred Artifact -- Shaman Equipment Equipped creature has "{2}, {T}": This creature deals 1 damage to any target" and "Whenever a creature dies, untap this creature." Whenever a Shaman creature enters, you may attach this Equipment to it. Equip {4} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thousand-Year Elixir 3 Artifact You may activate abilities of creatures you control as though those creatures had haste. {1}, {T}: Untap target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Torch Courier R Creature -- Goblin Haste Sacrifice this creature: Another target creature gains haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umbral Mantle 3 Artifact -- Equipment Equipped creature has "{3}, {Q}": This creature gets +2/+2 until end of turn." ({Q} is the untap symbol.) Equip {0} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}": Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vandalblast R Sorcery Destroy target artifact you don't control. Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wily Goblin



Creature -- Goblin Pirate

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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