

# Land

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{T}: Add {R}. This land deals 1 damage to you.

Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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# Basic Land -- Forest

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{{T}}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Creature -- Goblin

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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

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Creature -- Goblin

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**2/1**

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| <b>2/1</b> |
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Creature -- Goblin

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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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Creature -- Goblin

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**1/1**

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| <b>Goblin Lackey</b> (R)<br>Creature -- Goblin<br>Whenever this creature deals damage to a player, you may put a Goblin permanent card from your hand onto the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                        | <b>Goblin Matron</b> (2)(R)<br>Creature -- Goblin<br>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                              | <b>Goblin Matron</b> (2)(R)<br>Creature -- Goblin<br>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                              | <b>Goblin Matron</b> (2)(R)<br>Creature -- Goblin<br>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                              |
| <b>Goblin Piledriver</b> (1)(R)<br>Creature -- Goblin Warrior<br>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Goblin Piledriver</b> (1)(R)<br>Creature -- Goblin Warrior<br>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Goblin Piledriver</b> (1)(R)<br>Creature -- Goblin Warrior<br>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Goblin Piledriver</b> (1)(R)<br>Creature -- Goblin Warrior<br>Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)<br>Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> Haste (This creature can attack and {T} as soon as it comes under your control.)<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Goblin Sharpshooter</b> (2)(R)<br><hr/> Creature -- Goblin<br><hr/> This creature doesn't untap during your untap step.<br>Whenever a creature dies, untap this creature.<br>{T}: This creature deals 1 damage to any target.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Goblin Tinkerer</b> (1)(R)<br><hr/> Creature -- Goblin Artificer<br><hr/> {R}, {T}: Destroy target artifact. That artifact deals damage equal to its mana value to this creature.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                          | <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                | <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                | <b>Goblin Warchief</b> (1)(R)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                   |

Playtest cards - Mitchellsocks - Unknown format (Contraption League)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Goblin Warchief</b> <span>1</span> <span>R</span> <span>R</span><br>Creature -- Goblin Warrior<br>Goblin spells you cast cost {1} less to cast.<br>Goblins you control have haste.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev             | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev             | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev             |
| <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                | <b>Mogg Fanatic</b> <span>R</span><br>Creature -- Goblin<br>Sacrifice this creature: It deals 1 damage to any target. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mogg Fanatic</b> <span>R</span><br>Creature -- Goblin<br>Sacrifice this creature: It deals 1 damage to any target. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mogg Fanatic</b> <span>R</span><br>Creature -- Goblin<br>Sacrifice this creature: It deals 1 damage to any target. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

**Playtest cards - Mitchellsocks - Unknown format (Contraction League)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each  
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|                                                                                                                                                                             |                                                                                                                                                                             |                                                                                                                                                                                  |                                                                                                                                                                                  |
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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>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Naturalize</div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Creature -- Goblin

Sacrifice a Goblin: Add  $\{R\}$ .

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy  
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

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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.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin

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

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin

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

[sidebar]

2/2

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## Instant

If an opponent controls an Island and you control a Mountain, you may cast this spell without paying its mana cost.  
Destroy target artifact.

[sideboard]

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

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4 R R

You may exile a red card from your hand rather than pay this spell's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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

## ⑨

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev