## Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Chainer's Edict {1}{B}

Sorcery

Target player sacrifices a creature of their choice.
Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gempalm Incinerator {2}{R}

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.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - LinusW - Premodern v3 Group 9B373C (Goblin King, Goblin Goon) ($1K Premod** 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.

## Goblin Goon — 3R

Creature -- Goblin Mutant

This creature can't attack unless you control more creatures than defending player.
This creature can't block unless you control more creatures than attacking player.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin King — 1RR

Creature -- Goblin

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

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Lackey — R

Creature -- Goblin

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

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Lackey — R

Creature -- Goblin

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

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Matron — 2R

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 Matron — 2R

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**

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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

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Piledriver (1)(R)

Creature -- Goblin Warrior

Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)
Whenever this creature attacks, it gets +2/+0 until end of turn for each other attacking Goblin.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/2**

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## 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

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**2/2**

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## Goblin Ringleader 3R

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 2R

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 Tinkerer 1R

Creature -- Goblin Artificer

{R}, {T}: Destroy target artifact. That artifact deals damage equal to its mana value to this creature.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Tinkerer 1R

Creature -- Goblin Artificer

{R}, {T}: Destroy target artifact. That artifact deals damage equal to its mana value to this creature.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Warchief 1RR

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 Warchief 1RR

Creature -- Goblin Warrior

Goblin spells you cast cost {1} less to cast.
Goblins you control have haste.

**2/2**

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Creature -- Goblin Warrior

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Goblins you control have haste.

**2/2**

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**Playtest cards - LinusW - Premodern v3 Group 9B373C (Goblin King, Goblin Goon) ($1K Premod** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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**Mogg Fanatic** (R)

Creature -- Goblin

Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacrifice this creature: It deals 1 damage to any target.

1/1

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Creature -- Goblin

Sacrifice this creature: It deals 1 damage to any target.

1/1

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}.)

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

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## 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 PLAY botbox.dev

## Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowblood Ridge

Land

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Shadowblood Ridge

Land

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Siege-Gang Commander {3}{R}{R}

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 Commander {3}{R}{R}

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

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Creature -- Goblin

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{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Skirk Prospector {R}

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Volrath's Stronghold

Legendary Land

{T}: Add {C}.
{1}{B}, {T}: Put target creature card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Anarchy (2)(R)(R)

Sorcery

Destroy all white permanents.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cabal Therapy (B)

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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[sideboard]

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## Dralnu's Crusade {1}{B}{R}

Enchantment

All Goblins get +1/+1.
All Goblins are black and are Zombies in addition to their other creature types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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[sideboard]

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Enchantment

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All Goblins are black and are Zombies in addition to their other creature types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Bombardment {1}{R}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mogg Salvage {2}{R}

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Perish {2}{B}

Sorcery

Destroy all green creatures. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Perish {2}{B}

Sorcery

Destroy all green creatures. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Planar Void {B}

Enchantment

Whenever another card is put into a graveyard from anywhere, exile that card.

[sideboard]

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## Pyroblast (R)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Red Elemental Blast (R)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tormod's Crypt (0)

Artifact

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

[sideboard]

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