

Battle Cry Goblin 1 R Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Cry Goblin 1 R Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Cry Goblin 1 R Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battle Cry Goblin 1 R Creature -- Goblin {1}{R}: Goblins you control get +1/+0 and gain haste until end of turn. Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Foundry Street Denizen (R) Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foundry Street Denizen (R) Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foundry Street Denizen (R) Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foundry Street Denizen (R) Creature -- Goblin Warrior Whenever another red creature you control enters, this creature gets +1/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Goblin Bushwhacker (R) Creature -- Goblin Warrior Kicker {R} (You may pay an additional {R} as you cast this spell.) When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Bushwhacker (R) Creature -- Goblin Warrior Kicker {R} (You may pay an additional {R} as you cast this spell.) When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Bushwhacker (R) Creature -- Goblin Warrior Kicker {R} (You may pay an additional {R} as you cast this spell.) When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Grenade (R) Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Grenade Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Grenade Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Grenade Sorcery As an additional cost to cast this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Guide Creature -- Goblin Scout Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Goblin Guide Creature -- Goblin Scout Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Guide Creature -- Goblin Scout Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Guide Creature -- Goblin Scout Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Wardriver Creature -- Goblin Warrior Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Wardriver R R Creature -- Goblin Warrior Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Loyalist R Creature -- Goblin Soldier Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Loyalist R Creature -- Goblin Soldier Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Loyalist R Creature -- Goblin Soldier Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mogg War Marshal 1 R Creature -- Goblin Warrior Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters or dies, create a 1/1 red Goblin creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg War Marshal 1 R Creature -- Goblin Warrior Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters or dies, create a 1/1 red Goblin creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg War Marshal 1 R Creature -- Goblin Warrior Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters or dies, create a 1/1 red Goblin creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogg War Marshal 1 R Creature -- Goblin Warrior Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters or dies, create a 1/1 red Goblin creature token. 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Ruins

Land -- Desert

{T}: Add {C}.
 {T}, Pay 1 life: Add {R}.
 {2}{R}{R}, {T}, Sacrifice a Desert:
 This land deals 2 damage to each
 opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Ruins

Land -- Desert

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{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert:
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Ramunap Ruins

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{T}: Add {C}.
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This land deals 2 damage to each
opponent.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Bushwhacker (2) (R)

Creature -- Goblin Warrior Ally

Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Haste

When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Bushwhacker (2)(R)

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Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

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When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Other Goblins you control get +1/+1. Whenever this creature or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RR

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓡ

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓡ

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RRR

First strike
When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Goblin Chainwhirler (R)(R)(R) Creature -- Goblin Warrior First strike When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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