

Brute Strength ①② Instant Target creature gets +3/+1 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collateral Damage Ⓜ Instant As an additional cost to cast this spell, sacrifice a creature. Collateral Damage deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collateral Damage Ⓜ Instant As an additional cost to cast this spell, sacrifice a creature. Collateral Damage deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collateral Damage Ⓜ Instant As an additional cost to cast this spell, sacrifice a creature. Collateral Damage deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragon Fodder ①② Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Fodder ①② Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Fodder ①② Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Fodder ①② Sorcery Create two 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedite Instant Target creature gains haste until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedite Instant Target creature gains haste until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedite Instant Target creature gains haste until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedite Instant Target creature gains haste until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Dark-Dwellers Creature -- Goblin Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, you may cast target instant or sorcery card with mana value 3 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Dark-Dwellers Creature -- Goblin Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, you may cast target instant or sorcery card with mana value 3 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Glory Chaser Creature -- Goblin Warrior Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) As long as this creature is renowned, it has menace. (It can't be blocked except by two or more creatures.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Glory Chaser Creature -- Goblin Warrior Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) As long as this creature is renowned, it has menace. (It can't be blocked except by two or more creatures.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MrLuckyShot - Standard (Standard Daily Swiss)

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 2/10 - 8 cards - 2.5 x 3.5 in each

Goblin Glory Chaser (R) Creature -- Goblin Warrior Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) As long as this creature is renowned, it has menace. (It can't be blocked except by two or more creatures.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Glory Chaser (R) Creature -- Goblin Warrior Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) As long as this creature is renowned, it has menace. (It can't be blocked except by two or more creatures.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Heelcutter (3)(R) Creature -- Goblin Berserker Whenever this creature attacks, target creature can't block this turn. Dash {2}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Heelcutter (3)(R) Creature -- Goblin Berserker Whenever this creature attacks, target creature can't block this turn. Dash {2}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 3/2 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	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	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	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

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}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Bushwhacker 2R 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 PLAYbotbox.dev	Reckless Bushwhacker 2R 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 PLAYbotbox.dev	Reckless Bushwhacker 2R 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 PLAYbotbox.dev
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Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Whenever you cast an instant or sorcery spell that targets only Zada, copy that spell for each other creature you control that the spell could target. Each copy targets a different one of those creatures.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Whenever you cast an instant or sorcery spell that targets only Zada, copy that spell for each other creature you control that the spell could target. Each copy targets a different one of those creatures.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Whenever you cast an instant or sorcery spell that targets only Zada, copy that spell for each other creature you control that the spell could target. Each copy targets a different one of those creatures.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

Flying
Landfall -- Whenever a land you control enters, this creature deals 1 damage to any target. If that land is a Mountain, this creature deals 2 damage instead.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

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[+1]: Create two 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step.
[0]: Discard all the cards in your hand, then draw that many cards plus one.
[-X]: Chandra deals X damage to each creature.
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[sidebar]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

[+1]: Create two 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step.

[0]: Discard all the cards in your hand, then draw that many cards plus one.

[-X]: Chandra deals X damage to each creature.

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Devoid (This card has no color.)
Choose one --
* Exile target land creature.
* Consuming Sinkhole deals 4 damage
to target player or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consuming Sinkhole (3)(R) Instant Devoid (This card has no color.) Choose one -- * Exile target land creature. * Consuming Sinkhole deals 4 damage to target player or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fall of the Titans (X)(X)(R) Instant Surge {X}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Fall of the Titans deals X damage to each of up to two targets. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fall of the Titans (X)(X)(R) Instant Surge {X}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Fall of the Titans deals X damage to each of up to two targets. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Scout (R)(R) Creature -- Goblin Scout Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mardu Scout (R)(R) Creature -- Goblin Scout Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temur Battle Rage (1)(R) Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrant of Valakut (5)(R)(R) Creature -- Dragon Surge {3}{R}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Flying When this creature enters, if its surge cost was paid, it deals 3 damage to any target. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Slash (R) Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	