

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. <div>2/2</div> 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. <div>2/2</div> 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. <div>2/2</div> 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Imoutogetyou - Pioneer (Pioneer League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Cacophony Scamp (R) Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cacophony Scamp (R) Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cacophony Scamp (R) Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cacophony Scamp (R) Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Den of the Bugbear</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Den of the Bugbear</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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.

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Land

If you control two or more other lands, this land enters tapped.

{T}: Add {R}.

{3/3}: 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.

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Creature -- Goblin Pirate

Haste (This creature can attack and {T} as soon as it comes under your control.)

{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

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Creature -- Goblin Warrior

As long as this creature is equipped, it has haste. When this creature dies, it deals damage equal to its power to any target.

1/1

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Whenever another red creature you control enters, this creature gets +1/+0 until end of turn.

1/1

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Land

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

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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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{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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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rundvelt Hordemaster ①② Creature -- Goblin Warrior 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rundvelt Hordemaster ①② Creature -- Goblin Warrior 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rundvelt Hordemaster ①② Creature -- Goblin Warrior 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector ② Creature -- Goblin Sacrifice a Goblin: Add {R}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skirk Prospector ② Creature -- Goblin Sacrifice a Goblin: Add {R}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector ② Creature -- Goblin Sacrifice a Goblin: Add {R}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector ② Creature -- Goblin Sacrifice a Goblin: Add {R}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Imoutogetyou - Pioneer (Pioneer League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>CindervinesRG</div><div>Enchantment</div><div>Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>CindervinesRG</div><div>Enchantment</div><div>Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gruul CharmRG</div><div>Instant</div><div>Choose one -- * Creatures without flying can't block this turn. * Gain control of all permanents you own. * Gruul Charm deals 3 damage to each creature with flying.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gruul CharmRG</div><div>Instant</div><div>Choose one -- * Creatures without flying can't block this turn. * Gain control of all permanents you own. * Gruul Charm deals 3 damage to each creature with flying.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

RG

Choose one --

- * Creatures without flying can't block this turn.
- * Gain control of all permanents you own.
- * Gruul Charm deals 3 damage to each creature with flying.

[sidebar]

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① ②

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

[sidebar]

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1/3

① ② G

Changeling (This card is every creature type.)
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

① ② G

Changeling (This card is every creature type.)
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
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- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

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This spell can't be countered.
Rending Volley deals 4 damage to
target white or blue creature.

[sideboard]

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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