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| <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Arena of Glory</div><div>Land</div><div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arena of Glory</div><div>Land</div><div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arena of Glory</div><div>Land</div><div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |
| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Boggart Harbinger</b><div>2B</div></div><div>Creature -- Goblin Shaman</div><div>When this creature enters, you may search your library for a Goblin card, reveal it, then shuffle and put that card on top.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Boggart Harbinger</b><div>2B</div></div><div>Creature -- Goblin Shaman</div><div>When this creature enters, you may search your library for a Goblin card, reveal it, then shuffle and put that card on top.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

2 B

When this creature enters, you may search your library for a Goblin card, reveal it, then shuffle and put that card on top.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this creature enters, you may search your library for a Goblin card, reveal it, then shuffle and put that card on top.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this creature enters, exile target player's graveyard.

3/1

## Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

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2 B

When this creature enters, exile target player's graveyard.

3/1

## Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

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2 B

When this creature enters, exile target player's graveyard.

3/1

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, choose a creature type.  
 {T}: Add {C}.  
 {T}: Add one mana of any color.  
 Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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| <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{T}: Add one mana of any color.<br>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                       | <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>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 | <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>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 | <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>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 |
| <b>Conspicuous Snoop</b> (R)(R)<br>Creature -- Goblin Rogue<br>Play with the top card of your library revealed.<br>You may cast Goblin spells from the top of your library.<br>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 | <b>Goblin Chainwhirler</b> (R)(R)(R)<br>Creature -- Goblin Warrior<br>First strike<br>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. <div>3/3</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. <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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                            |

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| <b>Goblin Matron</b> (2)(R)<br><hr/> Creature -- Goblin<br><hr/> <p>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                      | <b>Goblin Matron</b> (2)(R)<br><hr/> Creature -- Goblin<br><hr/> <p>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <b>Goblin Ringleader</b> (3)(R)<br><hr/> Creature -- Goblin<br><hr/> <p>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.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kiki-Jiki, Mirror Breaker</b> (2)(R)(R)(R)<br><hr/> Legendary Creature -- Goblin Shaman<br><hr/> <p>Haste<br/> {T}: Create a token that's a copy of target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Kiki-Jiki, Mirror Breaker</b> (2)(R)(R)(R)<br><hr/> Legendary Creature -- Goblin Shaman<br><hr/> <p>Haste<br/> {T}: Create a token that's a copy of target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Mogg War Marshal</b> (1)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> <p>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.)<br/> When this creature enters or dies, create a 1/1 red Goblin creature token.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Mogg War Marshal</b> (1)(R)<br><hr/> Creature -- Goblin Warrior<br><hr/> <p>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.)<br/> When this creature enters or dies, create a 1/1 red Goblin creature token.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                  | <b>Mountain</b><br><hr/> Basic Land -- Mountain<br><hr/> <p>( {T} : Add {R} . )</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                          |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**BR**

Creature -- Goblin

Flash  
When this creature enters, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

1/1

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**B R**

Creature -- Goblin

Flash  
When this creature enters, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**BR**

Creature -- Goblin

Flash  
When this creature enters, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

1/1

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Ⓟ Ⓡ

Creature -- Goblin

**Flash**  
When this creature enters, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

1/1

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## Raucous Theater

Land -- Swamp Mountain

(T): Add {B} or {R}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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① R

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.

1/1

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| <b>Rundvelt Hordemaster</b> (1)(R)<br>Creature -- Goblin Warrior<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Skirk Prospector</b> (R)<br>Creature -- Goblin<br>Sacrifice a Goblin: Add {R}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                           | <b>Skirk Prospector</b> (R)<br>Creature -- Goblin<br>Sacrifice a Goblin: Add {R}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sling-Gang Lieutenant</b> (3)(B)<br>Creature -- Goblin<br>When this creature enters, create two 1/1 red Goblin creature tokens. Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Sling-Gang Lieutenant</b> (3)(B)<br>Creature -- Goblin<br>When this creature enters, create two 1/1 red Goblin creature tokens. Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                          | <b>Stingscourger</b> (1)(R)<br>Creature -- Goblin Warrior<br>Echo {3}{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, return target creature an opponent controls to its owner's hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                           | <b>Tarfire</b> (R)<br>Kindred Instant -- Goblin<br>Tarfire deals 2 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              |

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| <div><div><div>Tarfire</div><div>Kindred Instant -- Goblin</div><div>Tarfire deals 2 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                          |
| <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                | <div><div><div>Chalice of the Void</div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Chalice of the Void</div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Defense Grid</div> <div>2</div> </div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div> <div>Defense Grid</div> <div>2</div> </div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div> <div>Fear, Fire, Foes!</div> <div>X2R</div> </div> <div>Sorcery</div> <div>Damage can't be prevented this turn. Fear, Fire, Foes! deals X damage to target creature and 1 damage to each other creature with the same controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div> <div>Fear, Fire, Foes!</div> <div>X2R</div> </div> <div>Sorcery</div> <div>Damage can't be prevented this turn. Fear, Fire, Foes! deals X damage to target creature and 1 damage to each other creature with the same controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                           |
| <div> <div>Goblin Chainwhirler</div> <div>R2R</div> </div> <div>Creature -- Goblin Warrior</div> <div>First strike<br/>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Soulless Jailer</div> <div>2</div> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Soulless Jailer</div> <div>2</div> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Stingscourger</div> <div>12R</div> </div> <div>Creature -- Goblin Warrior</div> <div>Echo {3}{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.)<br/>When this creature enters, return target creature an opponent controls to its owner's hand.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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