Ardoz, Cobbler of War (1)(R)

Legendary Creature -- Goblin Shaman

Haste
Whenever Ardoz or another creature you control enters, that creature gets +2/+0 until end of turn.
{3}{R}: Create a 1/1 red Goblin creature token with haste. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Mesa

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barbarian Ring

Land

{T}: Add {R}. This land deals 1 damage to you.
Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.

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

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

Breeches, Eager Pillager (2)(R)

Legendary Creature -- Goblin Pirate

First strike
Whenever a Pirate you control attacks, choose one that hasn't been chosen this turn --
* Create a Treasure token.
* Target creature can't block this turn.
* Exile the top card of your library. You may play it this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broadside Bombardiers (2)(R)

Creature -- Goblin Pirate

Menace, haste
Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)

2/2

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.

Cactus Preserve

Land -- Desert

This land enters tapped.
{T}: Add one mana of any type that a land you control could produce.
{3}: Until end of turn, this land becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

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

Changeling Berserker {3}{R}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Haste
Champion a creature (When this enters, sacrifice it unless you exile another creature you control. When this leaves the battlefield, that card returns to the battlefield.)

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Beacon

Land

{T}: Add {C}.
{T}, Sacrifice this land: Put your commander into your hand from the command zone.

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defense Grid {2}

Artifact

Each spell costs {3} more to cast except during its controller's turn.

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.

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

Desperate Ritual {1}{R}

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Draconautics Engineer {1}{R}

Creature -- Goblin Artificer

Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)
Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dropkick Bomber {2}{R}

Creature -- Goblin Warrior

Other Goblins you control get +1/+1.
{R}: Until end of turn, another target Goblin you control gains flying and "When this creature deals combat damage, sacrifice it."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Ruins

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enterprising Scallywag {1}{R}

Creature -- Goblin Pirate

At the beginning of your end step, if you descended this turn, create a Treasure token. (You descended if a permanent card was put into your graveyard from anywhere.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatical Firebrand {R}

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fury {3}{R}{R}

Creature -- Elemental Incarnation

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

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.

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

General Kreat, the Boltbringer (2)(R)

Legendary Creature -- Goblin Soldier

Whenever one or more Goblins you control attack, create a 1/1 red Goblin creature token that's tapped and attacking.
Whenever another creature you control enters, General Kreat deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Chieftain (1)(R)(R)

Creature -- Goblin

Haste (This creature can attack and {T} as soon as it comes under your control.)
Other Goblin creatures you control get +1/+1 and have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Chirurgeon (R)

Creature -- Goblin Shaman

Sacrifice a Goblin: Regenerate target creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Cratermaker (1)(R)

Creature -- Goblin Warrior

{1}, Sacrifice this creature: Choose one --
* This creature deals 2 damage to target creature.
* Destroy target colorless nonland permanent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin King (1)(R)(R)

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 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

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 Rabblemaster {2}{R}

Creature -- Goblin Warrior

Other Goblin creatures you control attack each combat if able.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.
Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Recruiter {1}{R}

Creature -- Goblin

When this creature enters, search your library for any number of Goblin cards, reveal them, then shuffle and put those cards on top in any order.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Goblin Settler {3}{R}

Creature -- Goblin

When this creature enters, destroy target land.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Sledder {R}

Creature -- Goblin

Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Trashmaster {2}{R}{R}

Creature -- Goblin Warrior

Other Goblins you control get +1/+1.
Sacrifice a Goblin: Destroy target artifact.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Warchief {1}{R}{R}

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

Gut, True Soul Zealot {2}{R}

Legendary Creature -- Goblin Shaman

Whenever you attack, you may sacrifice another creature or an artifact. If you do, create a 4/1 black Skeleton creature token with menace that's tapped and attacking. (It can't be blocked except by two or more creatures.)
Choose a Background (You can have a Background as a second commander.)

2/2

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.

Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hobgoblin Bandit Lord {1}{R}{R}

Creature -- Goblin Rogue

Other Goblins you control get +1/+1.
{R}, {T}: This creature deals damage equal to the number of Goblins that entered the battlefield under your control this turn to any target.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Howlsquad Heavy {2}{R}

Creature -- Goblin Mercenary

Start your engines!
Other Goblins you control have haste.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.
Max speed -- {T}: Add {R} for each Goblin you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulsive Pilferer {R}

Creature -- Goblin Pirate

When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Plunge {R}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeska's Will {2}{R}

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiki-Jiki, Mirror Breaker {2}{R}{R}{R}

Legendary Creature -- Goblin Shaman

Haste
{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraza, the Swarm as One

(card data unavailable)

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.

Lazotep Quarry

Land -- Desert

{T}: Add {C}.
{T}, Sacrifice a creature: Add one mana of any color.
{X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Lightning Crafter (3)(R)

Creature -- Goblin Shaman

Champion a Goblin or Shaman (When this enters, sacrifice it unless you exile another Goblin or Shaman you control. When this leaves the battlefield, that card returns to the battlefield.)
{T}: This creature deals 3 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Mogg Raider (R)

Creature -- Goblin

Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

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

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.

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

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

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Danielpena397 - Duel Commander (Duel Commander Trial 16) sheet 8/13 - 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.

Nykthos, Shrine to Nyx

Legendary Land

{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pashalik Mons (2)(R)

Legendary Creature -- Goblin Warrior

Whenever Pashalik Mons or another Goblin you control dies, Pashalik Mons deals 1 damage to any target.
{3}{R}, Sacrifice a Goblin: Create two 1/1 red Goblin creature tokens.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Vista

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyretic Ritual (1)(R)

Instant

Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis (4)(R)(R)

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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

Rite of Flame (R)

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby Medallion (2)

Artifact

Red spells you cast cost {1} less to cast.

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.

Rundvelt Hordemaster {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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstone Needle

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorched Ruins

Land

If this land would enter, sacrifice two untapped lands instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add {C}{C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scuzzback Scrounger {1}{R}

Creature -- Goblin Warrior

At the beginning of your first main phase, you may blight 1. If you do, create a Treasure token. (To blight 1, put a -1/-1 counter on a creature you control. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatterskull Smashing {X}{R}{R}

Sorcery

Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.

- - - BACK FACE - - -

Shatterskull, the Hammer Pass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shinka, the Bloodsoaked Keep

Legendary Land

{T}: Add {R}.
{R}, {T}: Target legendary creature gains first strike until end of turn.

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.

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

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

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

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

Squee, Dubious Monarch {2}{R}

Legendary Creature -- Goblin Noble

Haste
Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.
You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stadium Headliner {R}

Creature -- Goblin Warrior

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)
{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingscourger {1}{R}

Creature -- Goblin Warrior

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundering Eruption {2}{R}

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.

- - - BACK FACE - - -

Volcanic Fissure

Land

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

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.

Tectonic Edge

Land

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Tree City

Legendary Land

As Three Tree City enters, choose a creature type.
{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch Courier {R}

Creature -- Goblin

Haste
Sacrifice this creature: Another target creature gains haste until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinshot Sniper {3}{R}

Artifact Creature -- Goblin Archer

Reach
When this creature enters, it deals 2 damage to any target.
Channel -- {1}{R}, Discard this card: It deals 2 damage to any target.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Untaidake, the Cloud Keeper

Legendary Land

Untaidake enters tapped.
{T}, Pay 2 life: Add {C}{C}. Spend this mana only to cast legendary spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Incubator {3}

Artifact

As this artifact enters, choose a creature type.
Creature spells of the chosen type cost {2} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault 21: House Gambit {1}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II -- Discard a card, then draw a card.
III -- Reveal up to five nonland cards from your hand. For each of those cards that has the same mana value as another card revealed this way, create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vessel of Volatility {1}{R}

Enchantment

{1}{R}, Sacrifice this enchantment: Add {R}{R}{R}{R}.

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.

Warren Torchmaster {1}{R}

Creature -- Goblin Warrior

At the beginning of combat on your turn, you may blight 1. When you do, target creature gains haste until end of turn. (To blight 1, put a -1/-1 counter on a creature you control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wily Goblin {R}{R}

Creature -- Goblin Pirate

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muxus, Goblin Grandee {4}{R}{R}

Legendary Creature -- Goblin Noble

When Muxus enters, reveal the top six cards of your library. Put all Goblin creature cards with mana value 5 or less from among them onto the battlefield and the rest on the bottom of your library in a random order.
Whenever Muxus attacks, it gets +1/+1 until end of turn for each other Goblin you control.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Danielpena397 - Duel Commander (Duel Commander Trial 16) sheet 13/13 - 4 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.