

Anoint with Affliction (1)(B) Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bat Colony (2)(W) Enchantment When this enchantment enters, create a 1/1 black Bat creature token with flying for each mana from a Cave spent to cast it. Whenever a Cave you control enters, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bat Colony (2)(W) Enchantment When this enchantment enters, create a 1/1 black Bat creature token with flying for each mana from a Cave spent to cast it. Whenever a Cave you control enters, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bat Colony (2)(W) Enchantment When this enchantment enters, create a 1/1 black Bat creature token with flying for each mana from a Cave spent to cast it. Whenever a Cave you control enters, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bat Colony (2)(W) Enchantment When this enchantment enters, create a 1/1 black Bat creature token with flying for each mana from a Cave spent to cast it. Whenever a Cave you control enters, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In (3)(R) Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In (3)(R) Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In (3)(R) Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Calamitous Cave-In 3 R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Cathar Commando 1 W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Cease 16/8 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. ----- RIGHT HALF ----- Desist 46/46/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest (T): Add G.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Monument Land -- Cave (T): Add C}. Other Caves you control have "T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Monument Land -- Cave (T): Add C}. Other Caves you control have "T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Hidden Volcano Land -- Cave This land enters tapped. {T}: Add {R}. {4}{R}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) 2/2 ----- ADVENTURE ----- Train Troops Sorcery -- Adventure Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imodane's Recruiter Creature -- Human Knight When this creature enters, creatures you control get +1/+0 and gain haste until end of turn. 2/2 ----- ADVENTURE ----- Train Troops Sorcery -- Adventure Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imodane's Recruiter Creature -- Human Knight When this creature enters, creatures you control get +1/+0 and gain haste until end of turn. 2/2 ----- ADVENTURE ----- Train Troops Sorcery -- Adventure Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imodane's Recruiter Creature -- Human Knight When this creature enters, creatures you control get +1/+0 and gain haste until end of turn. 2/2 ----- ADVENTURE ----- Train Troops Sorcery -- Adventure Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Matsukasa10 - Standard (?!? S-Trad ARENA)

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 6/10 - 8 cards - 2.5 x 3.5 in each

Promising Vein Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Promising Vein Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Promising Vein Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ride's End 4W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Anoint with Affliction ①B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction ①B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction ①B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hearth Elemental 5R Creature -- Elemental This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure. [sideboard] 4/5 ----- ADVENTURE ----- Stoke Genius ①R Sorcery -- Adventure Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Tear Asunder 1 6 Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1 6 Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1 6 Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	