

Playtest cards - ?????, ???? - Standard (??? ~???????~ Izzet Explosive Experiment Event) sheet 1/10 - 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.

Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bristling Backwoods Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End ①②③ Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End ①②③ Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireglass Mentor (B)(R) Creature -- Lizard Warlock At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireglass Mentor (B)(R) Creature -- Lizard Warlock At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fireglass Mentor (B)(R) Creature -- Lizard Warlock At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireglass Mentor (B)(R) Creature -- Lizard Warlock At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ?????, ??? - Standard (??? ~??????~ Izzet Explosive Experiment Event)

sheet 4/10 - 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.

Go for the Throat 1 B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innkeeper's Talent 1 G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innkeeper's Talent 1 G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innkeeper's Talent 1 G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Innkeeper's Talent 1 G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jagged Barrens Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jagged Barrens Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheoldred's Edict Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Infamous Cruelclaw 1BR Legendary Creature -- Weasel Mercenary Menace Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Infamous Cruelclaw 1BR Legendary Creature -- Weasel Mercenary Menace Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Infamous Cruelclaw 1BR Legendary Creature -- Weasel Mercenary Menace Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ?????, ??? - Standard (?? ~??????~ Izzet Explosive Experiment Event)

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

Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Locthwein Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Locthwein Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska, Betrayal's Sting (4)(B)(BP) Legendary Planeswalker -- Vraska Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [0]: You draw a card and lose 1 life. Proliferate. [-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities. [-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska, Betrayal's Sting (4)(B)(BP) Legendary Planeswalker -- Vraska Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [0]: You draw a card and lose 1 life. Proliferate. [-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities. [-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Assassin's Trophy (B)(G) Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bandit's Talent (1)(B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ?????, ??? - Standard (?? ~??????~ Izzet Explosive Experiment Event)

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

Duress 1B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress 1B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress 1B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glissa Sunslayer 1B6 Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glissa Sunslayer 1B6 Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistening Deluge 1BB Sorcery All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Migloz, Maze Crusher 1RG Legendary Creature -- Phyrexian Beast Migloz enters with five oil counters on it. {1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn. {2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn. {3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrun, Breaker of Silence 3G6 Legendary Creature -- Troll Shaman This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ?????, ??? - Standard (??? ~??????~ Izzet Explosive Experiment Event)

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

Thrun, Breaker of Silence 3GG Legendary Creature -- Troll Shaman This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
--	--	--