Adventuring Gear (1)

Artifact -- Equipment

Landfall -- Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Iles, Matt - Unknown format (Set Roulette Summer 2026) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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Crash Through (R)

Sorcery

Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)
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Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Scroll (1)

Artifact

{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthshaker Khenra (1)(R)

Creature -- Jackal Warrior

Haste
When this creature enters, target creature with power less than or equal to this creature's power can't block this turn.
Eternalize {4}{R}{R} ({4}{R}{R}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Warrior with no mana cost. Eternalize only as a sorcery.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Guide (R)

Creature -- Goblin Scout

Haste
Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Iles, Matt - Unknown format (Set Roulette Summer 2026) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Lavamancer (R)

Creature -- Human Wizard

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hostile Desert

Land -- Desert

{T}: Add {C}.
{2}, Exile a land card from your graveyard: This land becomes a 3/4 Elemental creature until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incinerate {1}{R}

Instant

Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plated Geopede (1)(R)

Creature -- Insect

First strike
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

1/1

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Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

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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

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Land

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{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

Steppe Lynx (W)

Creature -- Cat

Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steppe Lynx (W)

Creature -- Cat

Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

0/1

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Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teetering Peaks

Land

This land enters tapped.
When this land enters, target creature gets +2/+0 until end of turn.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
When this land enters, target creature gets +2/+0 until end of turn.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Iles, Matt - Unknown format (Set Roulette Summer 2026) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge {1}{W}

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge {1}{W}

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge {1}{W}

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

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Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeria Angel {2}{W}{W}

Creature -- Angel

Flying
Landfall -- Whenever a land you control enters, you may create a 1/1 white Bird creature token with flying.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon Jura {3}{W}{W}

Legendary Planeswalker -- Gideon

[+2]: During target opponent's next turn, creatures that player controls attack Gideon Jura if able.
[-2]: Destroy target tapped creature.
[0]: Until end of turn, Gideon Jura becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

[sideboard]

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker -- Gideon

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[sideboard]

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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Timely Reinforcements 2W

Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

[sideboard]

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Timely Reinforcements 2W

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