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{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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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 PLAY botbox.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 PLAY botbox.dev	Coiling Rebirth 3B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return target creature card from your graveyard to the battlefield. Then if the gift was promised and that creature isn't legendary, create a token that's a copy of that creature, except it's 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coiling Rebirth 3B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return target creature card from your graveyard to the battlefield. Then if the gift was promised and that creature isn't legendary, create a token that's a copy of that creature, except it's 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preacher of the Schism 2B Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preacher of the Schism 2B Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Push14/8 Sorcery Destroy target tapped creature. Pull40/86/8 Sorcery Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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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.

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3 B B

Menace
When this creature enters, other creatures get -2/-2 until end of turn.
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

4/3

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When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

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Urabrask's Forge 2 R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urabrask's Forge 2 R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urabrask's Forge 2 R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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Playtest cards - MavTheSynth - Standard (MTG Circle Cup #3 Standard)

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 10/10 - 3 cards - 2.5 x 3.5 in each