

Bituminous Blast 3 B R Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Bituminous Blast deals 4 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bituminous Blast 3 B R Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Bituminous Blast deals 4 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bituminous Blast 3 B R Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Bituminous Blast deals 4 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightning 1 B R Sorcery Blightning deals 3 damage to target player or planeswalker. That player or that planeswalker's controller discards two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bloodbraid Elf (2)(R)(G) Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodbraid Elf (2)(R)(G) Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodbraid Elf (2)(R)(G) Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broodmate Dragon (3)(B)(R)(G) Creature -- Dragon Flying When this creature enters, create a 4/4 red Dragon creature token with flying. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk Wildspeaker Legendary Planeswalker -- Garruk [+1]: Untap two target lands. [-1]: Create a 3/3 green Beast creature token. [-4]: Creatures you control get +3/+3 and gain trample until end of turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk Wildspeaker Legendary Planeswalker -- Garruk [+1]: Untap two target lands. [-1]: Create a 3/3 green Beast creature token. [-4]: Creatures you control get +3/+3 and gain trample until end of turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Verdant Catacombs

Land

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

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Acidic Slime

3 G G

Creature -- Ooze

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
When this creature enters, destroy target artifact, enchantment, or land.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Acidic Slime

3GG

Creature -- Ooze

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
When this creature enters, destroy target artifact, enchantment, or land.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anathemancer

① B R

Creature -- Zombie Wizard

When this creature enters, it deals damage to target player equal to the number of nonbasic lands that player controls.

Unearth {5}{B}{R} ({5}{B}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anathemancer

①②③

Creature -- Zombie Wizard

When this creature enters, it deals damage to target player equal to the number of nonbasic lands that player controls.

Unearth $\{5\}\{B\}\{R\}$ ($\{5\}\{B\}\{R\}$: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Sable Stag (1)(G)(G) Creature -- Elk This spell can't be countered. Protection from blue and from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue or black.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Sable Stag (1)(G)(G) Creature -- Elk This spell can't be countered. Protection from blue and from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue or black.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jund Charm (B)(R)(G) Instant Choose one -- * Exile target player's graveyard. * Jund Charm deals 2 damage to each creature. * Put two +1/+1 counters on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jund Charm (B)(R)(G) Instant Choose one -- * Exile target player's graveyard. * Jund Charm deals 2 damage to each creature. * Put two +1/+1 counters on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - dan4eg - Standard (Sol Ring Historic Standard'24)

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

BR

Destroy target creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B R

Choose a nonland card name. Target player reveals their hand. Thought Hemorrhage deals 3 damage to that player for each card with the chosen name revealed this way. Search that player's graveyard, hand, and library for all cards with that name and exile them. Then that player shuffles.

[sideboard]

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2 B R

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