Belladonna Took {1}{W}

Legendary Creature -- Halfling Citizen

Whenever a token you control enters, you gain 1 life if this is the first time this ability has resolved this turn. If it's the second time, draw a card. If it's the third time, put a +1/+1 counter on each creature you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dalkovan Encampment

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {W}.
{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dalkovan Encampment

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {W}.
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Dalkovan Encampment

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {W}.
{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - deleon91 - Boros Aggro (Standard Challenge 32) 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.

Fanatical Firebrand (R)

Creature -- Goblin Pirate

Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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Fanatical Firebrand (R)

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Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher (1)(R)

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher (1)(R)

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Howlsquad Heavy (2)(R)

Creature -- Goblin Mercenary

Start your engines!
Other Goblins you control have haste.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.
Max speed -- {T}: Add {R} for each Goblin you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Other Goblins you control have haste.
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Max speed -- {T}: Add {R} for each Goblin you control.

2/3

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Max speed -- {T}: Add {R} for each Goblin you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - deleon91 - Boros Aggro (Standard Challenge 32) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ojer Axonil, Deepest Might

Card

- - - OTHER FACE - - -

Ojer Axonil, Deepest Might

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - deleon91 - Boros Aggro (Standard Challenge 32) 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.

Ojer Axonil, Deepest Might

Card

- - - OTHER FACE - - -

Ojer Axonil, Deepest Might

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ojer Axonil, Deepest Might

Card

- - - OTHER FACE - - -

Ojer Axonil, Deepest Might

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Tough Turtle (1)(R)

Legendary Creature -- Mutant Ninja Turtle

Alliance -- Whenever another creature you control enters, Raphael deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

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Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shocking Sharpshooter (1)(R)

Creature -- Human Archer

Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - deleon91 - Boros Aggro (Standard Challenge 32) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Shocking Sharpshooter 1R

Creature -- Human Archer

Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shocking Sharpshooter 1R

Creature -- Human Archer

Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shocking Sharpshooter 1R

Creature -- Human Archer

Reach
Whenever another creature you control enters, this creature deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Song of Totentanz XR

Sorcery

Create X 1/1 black Rat creature tokens with "This token can't block." Creatures you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stadium Headliner R

Creature -- Goblin Warrior

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)
{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stadium Headliner R

Creature -- Goblin Warrior

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)
{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

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Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)
{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - deleon91 - Boros Aggro (Standard Challenge 32) sheet 6/10 - 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.

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Queen of Dale {1}{W}

Legendary Creature -- Human Noble

Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

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1/3

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Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battle Menu {1}{W}

Instant

Choose one --
* Attack -- Create a 2/2 white Knight creature token.
* Ability -- Target creature gets +0/+4 until end of turn.
* Magic -- Destroy target creature with power 4 or greater.
* Item -- You gain 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battle Menu {1}{W}

Instant

Choose one --
* Attack -- Create a 2/2 white Knight creature token.
* Ability -- Target creature gets +0/+4 until end of turn.
* Magic -- Destroy target creature with power 4 or greater.
* Item -- You gain 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror {2}{W}

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror {2}{W}

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dewdrop Cure {2}{W}

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 up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dewdrop Cure {2}{W}

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 up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magebane Lizard {1}{R}

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magebane Lizard {1}{R}

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sear 1R

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx 2RR

Creature -- Elemental Cat

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx 2RR

Creature -- Elemental Cat

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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