Anzrag, the Quake-Mole 2RG

Legendary Creature -- Mole God

Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase.
{3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able.

8/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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8/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise G

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Crimson Pulse 2R

Enchantment -- Case

When this Case enters, discard a card, then draw two cards.
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nikolay - FreeForm (Fantasy Standard Weekly) 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.

Case of the Crimson Pulse (2)(R)

Enchantment -- Case

When this Case enters, discard a card, then draw two cards.
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclops Gladiator (1)(R)(R)(R)

Creature -- Cyclops Warrior

Whenever this creature attacks, you may have it deal damage equal to its power to target creature defending player controls. If you do, that creature deals damage equal to its power to this creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Nikolay - FreeForm (Fantasy Standard Weekly) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Signet (2)

Artifact

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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Artifact

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incinerator of the Guilty (4)(R)(R)

Creature -- Dragon

Flying, trample
Whenever this creature deals combat damage to a player, you may collect evidence X. When you do, this creature deals X damage to each creature and planeswalker that player controls. (To collect evidence X, exile cards with total mana value X or greater from your graveyard.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Inferno Titan {4}{R}{R}

Creature -- Giant

{R}: This creature gets +1/+0 until end of turn.
Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

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Lightning Bolt {R}

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Playtest cards - Nikolay - FreeForm (Fantasy Standard Weekly) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

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{T}: Add {G}.

1/1

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

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootbound Crag

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {R} or {G}.

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Playtest cards - Nikolay - FreeForm (Fantasy Standard Weekly) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarkhan Vol (2)(R)(G)

Legendary Planeswalker -- Sarkhan

[+1]: Creatures you control get +1/+1 and gain haste until end of turn.
[-2]: Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.
[-6]: Create five 4/4 red Dragon creature tokens with flying.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
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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Playtest cards - Nikolay - FreeForm (Fantasy Standard Weekly) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Torch the Witness (X)(R)

Sorcery

Torch the Witness deals twice X damage to target creature. If excess damage was dealt to that creature this way, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caldera Hellion (3)(R)(R)

Creature -- Hellion

Devour 1 (As this creature enters, you may sacrifice any number of creatures. It enters with that many +1/+1 counters on it.)
When this creature enters, it deals 3 damage to each creature.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Combust (1)(R)

Instant

This spell can't be countered. Combust deals 5 damage to target white or blue creature. The damage can't be prevented.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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[sideboard]

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Instant

This spell can't be countered. Combust deals 5 damage to target white or blue creature. The damage can't be prevented.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nikolay - FreeForm (Fantasy Standard Weekly) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
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[sideboard]

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Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Target player exiles a card from their graveyard.
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[sideboard]

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Tranquil Frillback 2G

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
* You gain 4 life.

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nikolay - FreeForm (Fantasy Standard Weekly) sheet 10/10 - 3 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.