

Archfiend of the Dross (2)(B)(B) Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross (2)(B)(B) Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross (2)(B)(B) Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross (2)(B)(B) Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bloodchief's Thirst (B) Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodchief's Thirst (B) Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodchief's Thirst (B) Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodchief's Thirst (B) Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Garruk's Uprising (2)(G) Enchantment When this enchantment enters, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Whenever a creature you control with power 4 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Uprising (2)(G) Enchantment When this enchantment enters, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Whenever a creature you control with power 4 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Uprising (2)(G) Enchantment When this enchantment enters, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Whenever a creature you control with power 4 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goreclaw, Terror of Qal Sisma (3)(G) Legendary Creature -- Bear Creature spells you cast with power 4 or greater cost {2} less to cast. Whenever Goreclaw attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goreclaw, Terror of Qal Sisma (3)(G) Legendary Creature -- Bear Creature spells you cast with power 4 or greater cost {2} less to cast. Whenever Goreclaw attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infernal Grasp (1)(B) Instant Destroy target creature. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Grasp 1 B Instant Destroy target creature. You lose 2 life. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, Behemoth Beckoner 2 6/U Legendary Planeswalker -- Kiora Whenever a creature you control with power 4 or greater enters, draw a card. [-1]: Untap target permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, Behemoth Beckoner 2 6/U Legendary Planeswalker -- Kiora Whenever a creature you control with power 4 or greater enters, draw a card. [-1]: Untap target permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, Behemoth Beckoner 2 6/U Legendary Planeswalker -- Kiora Whenever a creature you control with power 4 or greater enters, draw a card. [-1]: Untap target permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Monoist Sentry B Artifact Creature -- Robot Defender 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monoist Sentry B Artifact Creature -- Robot Defender 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Trailblazer 2 G Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Trailblazer 2 G Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tilbs - Pioneer (Peasant Pioneer 3: The Reckoning)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.

Whenever another creature you control with power 4 or greater enters, draw a card.

Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

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Surrak, Elusive Hunter (2)(G)

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

4/3

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Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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Temple of Malady Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malady Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malady Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malady Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Feed the Clan16 Instant You gain 5 life. Ferocious -- You gain 10 life instead if you control a creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Clan16 Instant You gain 5 life. Ferocious -- You gain 10 life instead if you control a creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Clan16 Instant You gain 5 life. Ferocious -- You gain 10 life instead if you control a creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Clan16 Instant You gain 5 life. Ferocious -- You gain 10 life instead if you control a creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scavenging Ooze 16 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 16 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 16 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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