

Firebrand Archer 1 R Creature -- Human Archer Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 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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$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Target creature gets +3/+3 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Beast

Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)
If this creature was kicked, it enters with two +1/+1 counters on it.
Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Choose one --

- * Creatures you control get +2/+0 until end of turn.
- * Create two 1/1 red Goblin creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Incinerating Blast 4R Sorcery Incinerating Blast deals 6 damage to target creature. You may discard a card. If you do, draw a card. 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
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Basic Land -- Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

Creature -- Dinosaur

Morbid -- At the beginning of your end step, if a creature died this turn, put two +1/+1 counters on target creature you control.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

Creature -- Dinosaur

Morbid -- At the beginning of your end step, if a creature died this turn, put two +1/+1 counters on target creature you control.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Dog

This creature doesn't untap during your untap step.

Morbid -- At the beginning of each end step, if a creature died this turn, untap this creature.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Dog

This creature doesn't untap during your untap step.

Morbid -- At the beginning of each end step, if a creature died this turn, untap this creature.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Creature -- Devil

{2}{R}: Target creature can't block this turn.

4/3

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2 R R

Creature -- Orc Pirate

Raid -- When this creature enters, if you attacked this turn, exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.

5/2

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1 G G

Enchantment

At the beginning of your end step, choose one --

- * Put a +1/+1 counter on target creature you control.
- * Create a 3/3 green Raccoon creature token if you control a creature with power 4 or greater.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Vigilance (Attacking doesn't cause this creature to tap.)
Whenever you attack with three or more creatures, put a +1/+1 counter on target creature you control.

[sidebar]

4/4

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2 R G

Trample
Whenever this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R G

Trample
Whenever this creature attacks,
another target creature you control
gains trample and gets +X/+X until
end of turn, where X is this
creature's power.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, return target creature an opponent controls to its owner's hand.

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3/2

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3 B

Flying
When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
Threshold -- This creature gets +2/+1 as long as there are seven or more cards in your graveyard.

[sideboard]

2/3

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Boltwave deals 3 damage to each opponent.

[sideboard]

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Cackling Prowler (3)(G) Creature -- Hyena Rogue Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Morbid -- At the beginning of your end step, if a creature died this turn, put a +1/+1 counter on this creature. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drake Hatcher (1)(U) Creature -- Human Wizard Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, put that many incubation counters on it. Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eaten Alive (B) Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Archdruid (1)(G)(G) Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Empyrean Eagle (1)(W)(U) Creature -- Bird Spirit Flying Other creatures you control with flying get +1/+1. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erudite Wizard (2)(U) Creature -- Human Wizard Whenever you draw your second card each turn, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Felidar Savior (3)(W) Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Savior (3)(W) Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Savior (3)(W) Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Flight (W) Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Guarded Heir (5)(W) Creature -- Human Noble Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, create two 3/3 white Knight creature tokens. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutless Plunderer (2)(B) Creature -- Skeleton Pirate Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Fae Trickster (3)(U) Creature -- Faerie Wizard Flash (You may cast this spell any time you could cast an instant.) Flying You may cast spells as though they had flash. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infestation Sage (B) Creature -- Elf Warlock When this creature dies, create a 1/1 black and green Insect creature token with flying. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

When this creature dies, create a 1/1 black and green Insect creature token with flying.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Juggernaut Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kykar, Zephyr Awakener Legendary Creature -- Bird Wizard Flying Whenever you cast a noncreature spell, choose one -- * Exile another target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step. * Create a 1/1 white Spirit creature token with flying. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luminous Rebuke Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lunar Insight Sorcery Draw a card for each different mana value among nonland permanents you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Macabre Waltz Sorcery Return up to two target creature cards from your graveyard to your hand, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meteor Golem Artifact Creature -- Golem When this creature enters, destroy target nonland permanent an opponent controls. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mocking Sprite Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

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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 11/16 - 8 cards - 2.5 x 3.5 in each

Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Run Away Together ①① Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Shackled Zombie ③③ Creature -- Zombie When this creature enters, exile up to two target cards from a single graveyard. If at least one creature card was exiled this way, each opponent loses 2 life and you gain 2 life. [sideboard] 4/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sower of Chaos ③③ Creature -- Devil {2}{R}: Target creature can't block this turn. [sideboard] 4/3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Sailor ① Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. [sideboard] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Sailor ① Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. [sideboard] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx of Forgotten Lore ②①① Creature -- Sphinx Flash (You may cast this spell any time you could cast an instant.) Flying Whenever this creature attacks, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to that card's mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) [sideboard] 3/3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - ssch2100 - Limited (UOL FDN Sealed League)

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 12/16 - 8 cards - 2.5 x 3.5 in each

③ R

Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W

{2}{W}: Look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

3/4

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(B)

Target creature gets -2/-2 until end of turn.

100

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flying, vigilance (Attacking doesn't cause this creature to tap.)
 {1}{U}, {T}: Draw a card, then discard a card.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Think Twice1U Instant Draw a card. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Banshee4B Creature -- Spirit Morbid -- When this creature enters, target creature an opponent controls gets -1/-1 until end of turn. If a creature died this turn, that creature gets -13/-13 until end of turn instead. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Banshee4B Creature -- Spirit Morbid -- When this creature enters, target creature an opponent controls gets -1/-1 until end of turn. If a creature died this turn, that creature gets -13/-13 until end of turn instead. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {U}.

[sideboard]

Creature -- Spider

Reach (This creature can block creatures with flying.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

{2}{G}: Put a +1/+1 counter on target creature you control.

Activate only as a sorcery.

[sideboard]

1/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Instant

Target creature's owner puts it on their choice of the top or bottom of their library.

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Vampire Shaman

Flying

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Creature -- Angel Warrior

Flying

Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

[sideboard]

1/1

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Creature -- Elf Warlock

Morbid -- At the beginning of your end step, if a creature died this turn, choose one --

- * You gain 2 life.
- * You draw a card and you lose 1 life.

[sideboard]

3/4

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Enchantment -- Aura

Enchant creature
Enchanted creature loses all
abilities and is a green and white
Citizen creature with base power and
toughness 1/1 named Legitimate
Businessperson. (It loses all other
colors, card types, creature types,
and names.)

[sideboard]

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Zombify

3 B

Sorcery

Return target creature card from
your graveyard to the battlefield.

[sideboard]

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