Break Out {R}{G}

Sorcery

Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elegant Parlor

Land -- Mountain Plains

({T}: Add {R} or {W}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Mountain Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - nyxxolotl - 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.

Elvish Visionary 1G

Creature -- Elf Shaman

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Visionary 1G

Creature -- Elf Shaman

When this creature enters, draw a card.

1/1

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Elvish Visionary 1G

Creature -- Elf Shaman

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt R

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - nyxxolotl - FreeForm (Fantasy Standard Weekly) sheet 2/10 - 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.

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
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.)

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

Novice Inspector (W)

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Herring (1)(R)

Artifact Creature -- Clue Fish

Haste
This creature attacks each combat if able.
{2}, Sacrifice this creature: Draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Red Herring {1}{R}

Artifact Creature -- Clue Fish

Haste
This creature attacks each combat if able.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Herring {1}{R}

Artifact Creature -- Clue Fish

Haste
This creature attacks each combat if able.
{2}, Sacrifice this creature: Draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rip-Clan Crasher {R}{G}

Creature -- Human Warrior

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rip-Clan Crasher {R}{G}

Creature -- Human Warrior

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rip-Clan Crasher {R}{G}

Creature -- Human Warrior

Haste

2/2

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootbound Crag

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This land enters tapped unless you control a Mountain or a Forest.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Rootbound Crag

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock Ⓡ

Instant

Shock deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock Ⓡ

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skarrg, the Rage Pits

Land

{T}: Add {C}.
{R}{G}, {T}: Target creature gets +1/+1 and gains trample until end of turn.

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

Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
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Sunpetal Grove

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenth District Hero {1}{W}

Creature -- Human

{1}{W}, Collect evidence 2: This creature becomes a Human Detective with base power and toughness 4/4 and gains vigilance.
{2}{W}, Collect evidence 4: If this creature is a Detective, it becomes a legendary creature named Mileva, the Stalwart, it has base power and toughness 5/5, and it gains "Other creatures you control have indestructible."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trostani, Three Whispers {G}{G/W}{W}

Legendary Creature -- Dryad

{1}{G}: Target creature gains deathtouch until end of turn.
{G/W}: Target creature gains vigilance until end of turn.
{2}{W}: Target creature gains double strike until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Priest of Thune {1}{W}

Creature -- Human Cleric

When this creature enters, you may destroy target enchantment.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Cantor {R/G}

Creature -- Human Druid

({R/G} can be paid with either {R} or {G}.)
Sacrifice this creature: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Cantor {R/G}

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({R/G} can be paid with either {R} or {G}.)
Sacrifice this creature: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Nacatl {G}

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.
This creature gets +1/+1 as long as you control a Plains.

1/1

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Creature -- Cat Warrior

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1/1

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This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woolly Thoctar {R}{G}{W}

Creature -- Beast

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woolly Thoctar {R}{G}{W}

Creature -- Beast

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benevolent Bodyguard {W}

Creature -- Human Cleric

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benevolent Bodyguard {W}

Creature -- Human Cleric

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning-Tree Shaman {1}{R}{G}

Creature -- Centaur Shaman

Whenever a player activates an ability that isn't a mana ability, this creature deals 1 damage to that player.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - nyxxolotl - FreeForm (Fantasy Standard Weekly) sheet 8/10 - 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.

Burning-Tree Shaman {1}{R}{G}

Creature -- Centaur Shaman

Whenever a player activates an ability that isn't a mana ability, this creature deals 1 damage to that player.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard-Hitting Question {G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard-Hitting Question {G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock {R}

Instant

Shock deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Shock (R)

Instant

Shock deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Priest of Thune (1)(W)

Creature -- Human Cleric

When this creature enters, you may destroy target enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Priest of Thune (1)(W)

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When this creature enters, you may destroy target enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - nyxxolotl - 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.