

Ahn-Crop Crasher 2 R Creature -- Minotaur Warrior Haste (This creature can attack and {T} as soon as it comes under your control.) You may exert this creature as it attacks. When you do, target creature can't block this turn. (An exerted creature won't untap during your next untap step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambergris, Citadel Agent 2 R Legendary Creature -- Dwarf Cleric Haste Specialize {3} Whenever Ambergris, Citadel Agent attacks, you may discard your hand and draw two cards. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amped Raptor 1 R Creature -- Dinosaur First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anje's Ravager 2 R Creature -- Vampire Berserker This creature attacks each combat if able. Whenever this creature attacks, discard your hand, then draw three cards. Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Zealot R R Creature -- Human Warrior First strike, haste Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barbarian Ring Land {T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Moon 2 R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthirsty Adversary 1 R Creature -- Vampire Haste When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bomat Courier 1 Artifact Creature -- Construct Haste Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.) {R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bonecrusher Giant 2 R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp 1 R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cemetery Gatekeeper 1 R Creature -- Vampire First strike When this creature enters, exile a card from a graveyard. Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chandra, Spark Hunter (3)(R) Legendary Planeswalker -- Chandra At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste. [+2]: You may sacrifice an artifact or discard a card. If you do, draw a card. [0]: Create a 3/2 colorless Vehicle artifact token with crew 1. [-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox (0) Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Coyote (1)(R) Creature -- Coyote Haste When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn. Plot {1}{R} (You may pay {1}{R} 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Detective's Phoenix (2)(R) Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earthshaker Khenra (1)(R) Creature -- Jackal Warrior Haste When this creature enters, target creature with power less than or equal to this creature's power can't block this turn. Eternalize {4}{R}{R} ({4}{R}{R}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Warrior with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eidolon of the Great Revel (R)(R) Enchantment Creature -- Spirit Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embereth Veteran R Creature -- Human Knight {1}, Sacrifice this creature: Create a Young Hero Role token attached to another target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emberheart Challenger 1 R Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Falkenrath Gorger R Creature -- Vampire Berserker Each Vampire creature card you own that isn't on the battlefield has madness. The madness cost is equal to its mana cost. (If you discard a card with madness, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Falkenrath Pit Fighter R Creature -- Vampire Warrior {1}{R}, Discard a card, Sacrifice a Vampire: Draw two cards. Activate only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feldon, Ronom Excavator 1 R Legendary Creature -- Human Artificer Haste Feldon can't block. Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fugitive Codebreaker (1)(R) Creature -- Goblin Rogue Prowess, haste Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, discard your hand, then draw three cards. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury (3)(R)(R) Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Blast (R) Instant Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Discharge (R) Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gornog, the Red Reaper (2)(R) Legendary Creature -- Minotaur Warrior Haste Cowards can't block Warriors. Whenever one or more Warriors you control attack a player, target creature that player controls becomes a Coward. Attacking Warriors you control get +X/+0, where X is the number of Cowards your opponents control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasewrench Goblin (R) Creature -- Goblin Artificer Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hired Claw (R) Creature -- Lizard Mercenary Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun (1)(R) Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

Menace, Haste
Whenever Kari Zev attacks while you don't control a legendary Monkey, conjure a card named Ragavan, Nimble Pilferer onto the battlefield tapped and attacking. At the beginning of the next end step, if that card is on the battlefield, return it to its owner's hand.

3/3

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{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."

{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(As this Saga enters and after your draw
step, add a lore counter.)
I -- This Saga deals 1 damage to each
opponent and each planeswalker they control.
II -- When you next cast a creature spell
this turn, that creature enters with an
additional +1/+1 counter on it.
III -- Exile this Saga, then return it to the
battlefield transformed under your control.
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- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

Haste
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haste
Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.
Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

2/2

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Enchant player
Whenever enchanted player casts a noncreature spell, roll a d6. This Aura deals damage to that player equal to the result. Then attach this Aura to another one of your opponents chosen at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melt Through R Instant Melt Through deals 2 damage to any target. If it's a creature, it perpetually gains "As long as this creature is on the battlefield, damage isn't removed from it during cleanup steps." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molten Impact 1R Sorcery This sorcery deals 4 damage to target creature or planeswalker. If excess damage was dealt this way, note that excess damage, then you get a one-time boon with "When you cast an instant or sorcery spell, this boon deals damage equal to the noted number to target creature or planeswalker an opponent controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monstrous Rage R Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Norin, Swift Survivalist R Legendary Creature -- Human Coward Norin can't block. Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with Fire R Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radha's Firebrand Creature -- Human Warrior Whenever this creature attacks, target creature defending player controls with power less than this creature's power can't block this turn. Domain -- {5}{R}: This creature gets +2/+2 until end of turn. This ability costs {1} less to activate for each basic land type among lands you control. Activate only once each turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ragavan, Nimble Pilferer Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rahilda, Wanted Cutthroat Legendary Creature -- Human Werewolf First strike When Rahilda, Wanted Cutthroat deals combat damage to a player, exile a nonland card from their library at random. During any turn you attacked with a Wolf or Werewolf, you may cast that card and you may spend mana as though it were mana of any color to cast that spell. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorkin Needlehead Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Pyrosurfer Creature -- Human Scout Haste Landfall -- Whenever a land you control enters, this creature gains battle cry until end of turn. (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn. Each instance of battle cry triggers separately.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Stormseeker Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Playtest cards - Bagyilisk - Gladiator	Gladiator Proving Grounds: Week 21 2025)		

Robber of the Rich 1 R Creature -- Human Archer Rogue Reach, haste Whenever this creature attacks, if defending player has more cards in hand than you, exile the top card of their library. During any turn you attacked with a Rogue, you may cast that card and you may spend mana as though it were mana of any color to cast that spell. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roiling Vortex 1 R Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandstorm Verge Land -- Desert {T}: Add {C}. {3}, {T}: Target creature can't block this turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Screaming Nemesis 2 R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slumbering Cerberus 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	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stromkirk Noble (R) Creature -- Vampire Noble This creature can't be blocked by Humans. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sundering Eruption (2)(R) Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. ----- - - - BACK FACE - - - Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx (2)(R)(R) 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. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Switchgrass Grazer (2)(R)(R) Creature -- Horse Mount Haste Whenever Switchgrass Grazer attacks, it deals 1 damage to any target. If Switchgrass Grazer is saddled and a creature was dealt damage this way, that creature perpetually gains "This creature can't block" and "Damage isn't removed from this creature during cleanup steps." Saddle 1 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tersa Lightshatter (2)(R) Legendary Creature -- Orc Wizard Haste When Tersa Lightshatter enters, discard up to two cards, then draw that many cards. Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Bagyilisk - Gladiator (Gladiator Proving Grounds: Week 21 2025)

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 12/13 - 8 cards - 2.5 x 3.5 in each

Wild Slash Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter Moon Artifact Players can't untap more than one nonbasic land during their untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zurgo Bellstriker Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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