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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Castle Embereth</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                        | <div> <div>Den of the Bugbear</div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {R}.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Den of the Bugbear</div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {R}.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Den of the Bugbear</div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {R}.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                  |
| <div> <div>Ghitu Lavarunner</div> <div>Creature -- Human Wizard</div> <div> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ghitu Lavarunner</div> <div>Creature -- Human Wizard</div> <div> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                         | <div> <div>Ghitu Lavarunner</div> <div>Creature -- Human Wizard</div> <div> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                         | <div> <div>Jegantha, the Wellspring</div> <div>Legendary Creature -- Elemental Elk</div> <div> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - MichałAmielanczyk - Pioneer (Ultimate Guard European Magic Series - Regio) 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.

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| <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><div>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.)</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><div>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.)</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><div>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.)</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><div>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.)</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Play with Fire</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Play with Fire</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Play with Fire</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ramunap Ruins</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |

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| <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>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.</div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>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.</div></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Slickshot Show-Off</div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Slickshot Show-Off</div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Slickshot Show-Off</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Bird Wizard         </div> <div>           Flying, haste<br/>           Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>           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.)         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Slickshot Show-Off</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Bird Wizard         </div> <div>           Flying, haste<br/>           Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>           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.)         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Sokenzan, Crucible of Defiance</b> </div> <div>           Legendary Land         </div> <div>           {T}: Add {R}.<br/>           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.         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Soul-Scar Mage</b> <div>R</div> </div> <div>           Creature -- Human Wizard         </div> <div>           Prowess<br/>           If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Soul-Scar Mage</b> <div>R</div> </div> <div>           Creature -- Human Wizard         </div> <div>           Prowess<br/>           If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                       | <div> <b>Soul-Scar Mage</b> <div>R</div> </div> <div>           Creature -- Human Wizard         </div> <div>           Prowess<br/>           If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                       | <div> <b>Soul-Scar Mage</b> <div>R</div> </div> <div>           Creature -- Human Wizard         </div> <div>           Prowess<br/>           If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                            | <div> <b>Witchstalker Frenzy</b> <div> <div>3</div> <div>R</div> </div> </div> <div>           Instant         </div> <div>           This spell costs {1} less to cast for each creature that attacked this turn.<br/>           Witchstalker Frenzy deals 5 damage to target creature.         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>      |

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| <div><div>Witchstalker Frenzy (3)(R)</div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                     | <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |
| <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Jegantha, the Wellspring (4)(R/G)</div><div>Legendary Creature -- Elemental Elk</div><div>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Magebane Lizard (1)(R)</div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Magebane Lizard (1)(R)</div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Pyroclasm</div><div>①②R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Rampaging Ferocidon</div><div>②②R</div></div><div>Creature -- Dinosaur</div><div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Redcap Melee</div><div>②R</div></div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Redcap Melee</div><div>②R</div></div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |
| <div><div><div>Rending Volley</div><div>②R</div></div><div>Instant</div><div>This spell can't be countered.<br/>Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rending Volley</div><div>②R</div></div><div>Instant</div><div>This spell can't be countered.<br/>Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><div>Twisted Fealty</div><div>②②R</div></div><div>Sorcery</div><div>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.<br/>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard.<br/>Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Twisted Fealty</div><div>②②R</div></div><div>Sorcery</div><div>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.<br/>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard.<br/>Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Unlicensed Hearse

②

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.  
Crew 2

[sidebar]



PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

## Unlicensed Hearse

②

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.  
Crew 2

```
[sidebar]
```



PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

## Urabrask's Forge

②

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Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

[sideboard]



## Urabrask's Forge

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Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

[sidebar]

