

Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Artist's Talent Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Artist's Talent Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Artist's Talent Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bristling Backwoods Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bristling Backwoods

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Colossal Rattlewurm 2GG

Creature -- Wurm

Colossal Rattlewurm has flash as long as you control a Desert.

Trample

{1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle.

6/5

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Colossal Rattlewurm (2)(G)(G)

Creature -- Wurm

Colossal Rattlewurm has flash as long as you control a Desert.

Trample

{1}{6}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle.

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Creosote Heath

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Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Forest

Basic Land -- Forest

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

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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	Freestrider Lookout2G Creature -- Human Rogue Reach Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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2 G

When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.

This creature gets +1/+1 for each Desert you control.

1/2

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Basic Land -- Plains

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

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④ ⑤

Instant

This spell costs {3} less to cast if it targets a tapped permanent.
Exile target creature or Vehicle.

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

Roxanne, Starfall Savant 3R6 Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roxanne, Starfall Savant 3R6 Legendary Creature -- Cat Druid Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Partition 1W Instant Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Partition 1W Instant Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taii Wakeen, Perfect Shot (R)(W) Legendary Creature -- Human Mercenary Whenever a source you control deals noncombat damage to a creature equal to that creature's toughness, draw a card. {X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taii Wakeen, Perfect Shot (R)(W) Legendary Creature -- Human Mercenary Whenever a source you control deals noncombat damage to a creature equal to that creature's toughness, draw a card. {X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taii Wakeen, Perfect Shot (R)(W) Legendary Creature -- Human Mercenary Whenever a source you control deals noncombat damage to a creature equal to that creature's toughness, draw a card. {X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taii Wakeen, Perfect Shot (R)(W) Legendary Creature -- Human Mercenary Whenever a source you control deals noncombat damage to a creature equal to that creature's toughness, draw a card. {X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Analyze the Pollen (G) Sorcery As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Analyze the Pollen (G) Sorcery As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calamity's Wake (1)(W) Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calamity's Wake (1)(W) Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment 2W Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fade from History 2GG Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fade from History 2GG Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	No Witnesses 2WW Sorcery Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pawpatch Formation 1G Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}", {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Formation 1G Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}", {T}, Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tyrranax Rex 4 G G G Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrranax Rex 4 G G G Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrranax Rex 4 G G G Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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