

Assault Sorcery Assault deals 2 damage to any target. 3 6 Sorcery Create a 3/3 green Elephant creature token. 2 6 6 5/5	Assault Sorcery Assault deals 2 damage to any target. 3 6 Sorcery Create a 3/3 green Elephant creature token. 2 6 6 5/5	Assault Sorcery Assault deals 2 damage to any target. 3 6 Sorcery Create a 3/3 green Elephant creature token. 2 6 6 5/5	Blastoderm Creature -- Beast Shroud (This creature can't be the target of spells or abilities.) Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) 2 6 6 5/5
Assault Sorcery Assault deals 2 damage to any target. 3 6 Sorcery Create a 3/3 green Elephant creature token. 2 6 6 5/5	Assault Sorcery Assault deals 2 damage to any target. 3 6 Sorcery Create a 3/3 green Elephant creature token. 2 6 6 5/5	Assault Sorcery Assault deals 2 damage to any target. 3 6 Sorcery Create a 3/3 green Elephant creature token. 2 6 6 5/5	Blastoderm Creature -- Beast Shroud (This creature can't be the target of spells or abilities.) Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) 2 6 6 5/5
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Call of the Herd 2 G Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call of the Herd 2 G Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fires of Yavimaya 1 R G Enchantment Creatures you control have haste. Sacrifice this enchantment: Target creature gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fires of Yavimaya 1 R G Enchantment Creatures you control have haste. Sacrifice this enchantment: Target creature gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fires of Yavimaya 1 R G Enchantment Creatures you control have haste. Sacrifice this enchantment: Target creature gets +2/+2 until end of turn. 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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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Karpłusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
1 damage to you.

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Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt

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Instant

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

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Llanowar Elves

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Creature -- Elf Druid

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

1/1

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Llanowar Elves

G

Creature -- Elf Druid

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

1/1

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Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 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
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	Naturalize 16 Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Destroy target artifact or enchantment.

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{T}, Sacrifice a Forest: Add three mana in any combination of {R} and/or {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice a Forest: Add three mana in any combination of {R} and/or {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{T}, Sacrifice a Forest: Add three mana in any combination of {R} and/or {G}.

1/1

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3 R

Whenever a creature enters, that creature's controller may have it deal damage equal to its power to any target of their choice.

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Whenever a creature enters, that creature's controller may have it deal damage equal to its power to any target of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a creature enters, that creature's controller may have it deal damage equal to its power to any target of their choice.

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4 R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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Pyrokinesis (4)(R)(R) Instant You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.	Saproling Burst (4)(G) Enchantment Fading 7 (This enchantment enters with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Create a green Saproling creature token. It has "This token's power and toughness are each equal to the number of fade counters on Saproling Burst." When this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated.	Saproling Burst (4)(G) Enchantment Fading 7 (This enchantment enters with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Create a green Saproling creature token. It has "This token's power and toughness are each equal to the number of fade counters on Saproling Burst." When this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated.	Saproling Burst (4)(G) Enchantment Fading 7 (This enchantment enters with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Create a green Saproling creature token. It has "This token's power and toughness are each equal to the number of fade counters on Saproling Burst." When this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Defender (This creature can't attack.)
Sacrifice this creature: Add {R}{R}.
{R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.

0/3

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G

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

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G

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

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2 R R

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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

Hull Breach R G Sorcery Choose one -- * Destroy target artifact. * Destroy target enchantment. * Destroy target artifact and target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hull Breach R G Sorcery Choose one -- * Destroy target artifact. * Destroy target enchantment. * Destroy target artifact and target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}, Sacrifice this artifact: Exile target player's graveyard.

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{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev