

## Abraded Bluffs

Land - - Desert

This land enters tapped.  
When this land enters, it deals 1  
damage to target opponent.  
{T}: Add {R} or {W}.

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## Barbed Batterfist

① R

Artifact -- Equipment

For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)  
Equipped creature gets +1/-1.  
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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## Case of the Gateway Express

① ② W

Enchantment -- Case

When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.

To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)

Solved -- Creatures you control get +1/+0.

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### Case of the Gateway Express

① W

Enchantment -- Case

When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.

To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)

Solved -- Creatures you control get +1/+0.

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| <div><div>Case of the Gateway Express (1)(W)</div><div>Enchantment -- Case</div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.<br/>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Creatures you control get +1/+0.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Case of the Gateway Express (1)(W)</div><div>Enchantment -- Case</div><div>When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.<br/>To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- Creatures you control get +1/+0.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Clockwork Percussionist (R)</div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Clockwork Percussionist (R)</div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Clockwork Percussionist (R)</div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Clockwork Percussionist (R)</div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Dollmaker's Shop (1)(W)</div><div>Enchantment -- Room</div><div>Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Porcelain Gallery (4)(W)(W)</div><div>Enchantment -- Room</div><div>Creatures you control have base power and toughness each equal to the number of creatures you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Dragon Fodder (1)(R)</div><div>Sorcery</div><div>Create two 1/1 red Goblin creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           |

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| <div> <div>Dragon Fodder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Create two 1/1 red Goblin creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div> <div>Dragon Fodder</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Create two 1/1 red Goblin creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div> <div>Enduring Courage</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>Enchantment Creature -- Dog Glimmer</div> <div>Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Gleeful Demolition</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                   |
| <div> <div>Gleeful Demolition</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Gleeful Demolition</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Gleeful Demolition</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                     | <div> <div>Heroic Reinforcements</div> <div> <div>2</div> <div>R</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.)</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Heroic Reinforcements (2)(R)(W)</div><div>Sorcery</div><div>Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.)</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Train Troops (4)(W)</div><div>Sorcery -- Adventure</div><div>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Heroic Reinforcements (2)(R)(W)</div><div>Sorcery</div><div>Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.)</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Train Troops (4)(W)</div><div>Sorcery -- Adventure</div><div>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Imodane's Recruiter (2)(R)</div><div>Creature -- Human Knight</div><div>When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Train Troops (4)(W)</div><div>Sorcery -- Adventure</div><div>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Imodane's Recruiter (2)(R)</div><div>Creature -- Human Knight</div><div>When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Train Troops (4)(W)</div><div>Sorcery -- Adventure</div><div>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Ral's Reinforcements1R</div><div>Sorcery</div><div>Create two 1/1 blue and red Elemental creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Ral's Reinforcements1R</div><div>Sorcery</div><div>Create two 1/1 blue and red Elemental creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |
| <div><div>Ral's Reinforcements1R</div><div>Sorcery</div><div>Create two 1/1 blue and red Elemental creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ral's Reinforcements1R</div><div>Sorcery</div><div>Create two 1/1 blue and red Elemental creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raucous Carnival</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raucous Carnival</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Raucous Carnival</div> <div>Land</div> <div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                         | <div>Raucous Carnival</div> <div>Land</div> <div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                         | <div>Virtue of Loyalty</div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div> <div>----- ADVENTURE -----</div> <div>Ardenvale Fealty</div> <div>Instant -- Adventure</div> <div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Warleader's Call</div> <div>Enchantment</div> <div>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Cathar Commando</div> <div>Creature -- Human Soldier</div> <div>Flash<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Cathar Commando</div> <div>Creature -- Human Soldier</div> <div>Flash<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Cathar Commando</div> <div>Creature -- Human Soldier</div> <div>Flash<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                               | <div>Destroy Evil</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>  |



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Tectonic Hazard deals 1 damage to each opponent and each creature they control.

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