

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 PLAY botbox.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 PLAY botbox.dev

Arabella, Abandoned Doll (R)(W)

Legendary Artifact Creature -- Toy

Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arabella, Abandoned Doll (R)(W)

Legendary Artifact Creature -- Toy

Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arabella, Abandoned Doll (R)(W)

Legendary Artifact Creature -- Toy

Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arabella, Abandoned Doll (R)(W)

Legendary Artifact Creature -- Toy

Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dewdrop Cure

Sorcery

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dewdrop Cure

Sorcery

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kjellmeister - Standard (Gentry Casual-International #5) sheet 2/9 - 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.

Irreverent Gremlin ①②R Creature -- Gremlin Menace (This creature can't be blocked except by two or more creatures.) Whenever another creature you control with power 2 or less enters, you may discard a card. If you do, draw a card. Do this only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Irreverent Gremlin ①②R Creature -- Gremlin Menace (This creature can't be blocked except by two or more creatures.) Whenever another creature you control with power 2 or less enters, you may discard a card. If you do, draw a card. Do this only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Irreverent Gremlin ①②R Creature -- Gremlin Menace (This creature can't be blocked except by two or more creatures.) Whenever another creature you control with power 2 or less enters, you may discard a card. If you do, draw a card. Do this only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko, Mob Boss ②③R④R Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Norin, Swift Survivalist[®] 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

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 PLAY botbox.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 PLAY botbox.dev	Novice Inspector (W) Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector (W) Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Novice Inspector (W) Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector (W) Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Lackey Creature -- Goblin Pirate First strike, haste {2}{R}, Sacrifice this creature: Draw a card and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Lackey Creature -- Goblin Pirate First strike, haste {2}{R}, Sacrifice this creature: Draw a card and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Lackey Creature -- Goblin Pirate First strike, haste {2}{R}, Sacrifice this creature: Draw a card and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Reckless Lackey (R) Creature -- Goblin Pirate First strike, haste {2}{R}, Sacrifice this creature: Draw a card and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searslicer Goblin (1)(R) Creature -- Goblin Warrior Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Turn Inside Out (R) Instant Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Turn Inside Out (R) Instant Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Turn Inside Out (R) Instant Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Clown (2)(R) Creature -- Human Clown Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Clown (2)(R) Creature -- Human Clown Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vicious Clown

②R

Creature -- Human Clown

Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Wind-Scarred Crag

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Wind-Scarred Crag

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Wind-Scarred Crag

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Involuntary Employment (3)(R)

③ ④

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Involuntary Employment (3)(R)

③ ④

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Involuntary Employment (3)(R)

③ ④

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Involuntary Employment (3)(R)

③ ④

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev