

®

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

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① ②

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

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Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

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<div><div><div>Callous Sell-Sword</div><div>①B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Callous Sell-Sword</div><div>①B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Defend the Rider</div><div>G</div></div><div>Instant</div><div>Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Defend the Rider</div><div>G</div></div><div>Instant</div><div>Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

When Hellcat dies, return her to the battlefield under her owner's control with a +1/+1 counter on her. She loses all abilities and gains haste.

2/2

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2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

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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>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Slickshot Show-Off 1R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. 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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Slickshot Show-Off 1R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. 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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Slickshot Show-Off 1R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. 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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Slickshot Show-Off 1R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. 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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Stomping Ground <hr/> Land -- Mountain Forest <hr/> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Stomping Ground <hr/> Land -- Mountain Forest <hr/> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Stomping Ground <hr/> Land -- Mountain Forest <hr/> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Stomping Ground <hr/> Land -- Mountain Forest <hr/> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

4/3

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Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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Enchantment Land

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Hexproof
This land enters tapped. As it
enters, choose a color.
{T}: Add one mana of the chosen
color.
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Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

[sideboard]

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<div> Dreadmaw's Ire (R) </div> <div> Instant </div> <div> <p>Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Giant Cinderdaw (2)(R) </div> <div> Creature -- Dinosaur Beast </div> <div> <p>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Giant Cinderdaw (2)(R) </div> <div> Creature -- Dinosaur Beast </div> <div> <p>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Giant Cinderdaw (2)(R) </div> <div> Creature -- Dinosaur Beast </div> <div> <p>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Pawpatch Formation (1)(G) </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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.") <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pawpatch Formation (1)(G) </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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.") <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Soul-Guide Lantern (1) </div> <div> Artifact </div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Soul-Guide Lantern (1) </div> <div> Artifact </div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Warg Tactics</div> <div>16</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Destroy target creature with flying. * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Warg Tactics</div> <div>16</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Destroy target creature with flying. * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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Playtest cards - RaiderDBaiter - Izzet Prowess (Standard Challenge 32)

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 10/10 - 3 cards - 2.5 x 3.5 in each