

<div> Ancestral Anger (R) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ancestral Anger (R) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ancestral Anger (R) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ancestral Anger (R) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Callous Sell-Sword (1)(B) </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> <div>2/2</div> <div> -- -- ADVENTURE -- -- </div> </div> <div> Burn Together (R) </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 PLAY botbox.dev </div>	<div> Callous Sell-Sword (1)(B) </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> <div>2/2</div> <div> -- -- ADVENTURE -- -- </div> </div> <div> Burn Together (R) </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 PLAY botbox.dev </div>	<div> Dreadmaw's Ire (R) </div> <div>Instant</div> <div> 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." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dreadmaw's Ire (R) </div> <div>Instant</div> <div> 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." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Emberheart Challenger</div><div>1R</div></div> <div><div>Creature -- Mouse Warrior</div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Emberheart Challenger</div><div>1R</div></div> <div><div>Creature -- Mouse Warrior</div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Emberheart Challenger</div><div>1R</div></div> <div><div>Creature -- Mouse Warrior</div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Emberheart Challenger</div><div>1R</div></div> <div><div>Creature -- Mouse Warrior</div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Impolite Entrance</div><div>R</div></div> <div><div>Sorcery</div><div>Target creature gains trample and haste until end of turn.</div><div>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Impolite Entrance</div><div>R</div></div> <div><div>Sorcery</div><div>Target creature gains trample and haste until end of turn.</div><div>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Impolite Entrance</div><div>R</div></div> <div><div>Sorcery</div><div>Target creature gains trample and haste until end of turn.</div><div>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Resonance</div><div>2RR</div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield.

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<div><div><div>Might of the Meek</div><div>Instant</div><div>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Might of the Meek</div><div>Instant</div><div>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>OTHER FACE</div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>OTHER FACE</div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>OTHER FACE</div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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Prowess

1/1

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Sorcery

1/2

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①②

Flying, haste

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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Flying, haste

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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Flying, haste

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1/2

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Land

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

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{4}: This land becomes a 3/3
creature with vigilance and all
creature types. It's still a land.
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Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Mountain Forest

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

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Turn Inside Out</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Turn Inside Out</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Turn Inside Out</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Turn Inside Out</div> <div>(R)</div> </div> <div>Instant</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wild Ride</div> <div>(R)</div> </div> <div>Sorcery</div> <div> <p>Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wild Ride</div> <div>(R)</div> </div> <div>Sorcery</div> <div> <p>Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wild Ride</div> <div>(R)</div> </div> <div>Sorcery</div> <div> <p>Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Hearth Elemental</div> <div>(5)(R)</div> </div> <div>Creature -- Elemental</div> <div> <p>This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure.</p> <p>[sideboard]</p> <div>4/5</div> <div>----- ADVENTURE -----</div> <div> <div>Stoke Genius</div> <div>(1)(R)</div> </div> <div>Sorcery -- Adventure</div> <div> <p>Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Hearth Elemental</div> <div>(5)(R)</div> </div> <div>Creature -- Elemental</div> <div> <p>This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure.</p> <p>[sideboard]</p> <div>4/5</div> <div>----- ADVENTURE -----</div> <div> <div>Stoke Genius</div> <div>(1)(R)</div> </div> <div>Sorcery -- Adventure</div> <div> <p>Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Origin of Metalbending</div> <div>(1)(G)</div> </div> <div>Instant -- Lesson</div> <div> <p>Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pick Your Poison</div> <div>(G)</div> </div> <div>Sorcery</div> <div> <p>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - ggxs - Izzet Prowess (???2 / Standard Cup 2)

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

Pick Your Poison (G) <hr/> Sorcery <hr/> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard]	Redirect Lightning (R) <hr/> Instant -- Lesson <hr/> As an additional cost to cast this spell, pay 5 life or pay {2}. Change the target of target spell or ability with a single target. [sideboard]	Snakeskin Veil (G) <hr/> Instant <hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard]	Snakeskin Veil (G) <hr/> Instant <hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard]
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Snakeskin Veil (G) <hr/> Instant <hr/> Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard]	Sunspine Lynx (2)(R)(R) <hr/> Creature -- Elemental Cat <hr/> Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard]	Sunspine Lynx (2)(R)(R) <hr/> Creature -- Elemental Cat <hr/> Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard]	Sunspine Lynx (2)(R)(R) <hr/> Creature -- Elemental Cat <hr/> Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard]
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<div><div>Sunspine Lynx<div>2RR</div></div><div>Creature -- Elemental Cat</div><div>Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Torpor Orb<div>2</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Torpor Orb<div>2</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	