

Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)	Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)
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
Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Boros Garrison Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}.	Boros Garrison Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}.	Boros Garrison Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}.
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Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {R}{W}.

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®

Instant

Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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Sorcery

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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®

Sorcery

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Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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®

Sorcery

Firebolt deals 2 damage to any target.

Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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③ ④ W

Creature -- Spirit

Protection from monocolored

2/3

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sheet 2/10 - 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.

Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sec'luded Steppe

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card:
Draw a card.)

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Seeker of the Way (1)(W)

Creature -- Human Warrior

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

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

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Basic Snow Land -- Mountain

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

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Squadron Hawk 1 W Creature -- Bird Flying When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squadron Hawk 1 W Creature -- Bird Flying When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squadron Hawk 1 W Creature -- Bird Flying When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squadron Hawk 1 W Creature -- Bird Flying When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thraben Inspector W Creature -- Human Soldier 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	Thraben Inspector W Creature -- Human Soldier 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	Thraben Inspector W Creature -- Human Soldier 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	Thraben Inspector W Creature -- Human Soldier 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

Playtest cards - _against_ - Pauper (Pauper League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Land

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®

Instant

Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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① R

Instant

Damage can't be prevented this turn.
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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[sidebar]
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Creature -- Ape Shaman

`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

[sidebar]

1/1

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①②W

Creature -- Kor Monk

When this creature enters, you gain 4 life.

[sideboard]

2/1

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Lumithread Field 1W Enchantment Creatures you control get +0/+1. Morph {1}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molten Rain 1RR Sorcery Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molten Rain 1RR Sorcery Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Molten Rain 1RR Sorcery Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Oblivion Ring 2W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shenanigans Sorcery Destroy target artifact. Dredge 1 (If you would draw a card, you may mill a card instead. If you do, return this card from your graveyard to your hand.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - _against_ - Pauper (Pauper League)

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