

Bloodsoaked Champion B Creature -- Human Warrior This creature can't block. Raid -- {1}{B}: Return this card from your graveyard to the battlefield. Activate only if you attacked this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodsoaked Champion B Creature -- Human Warrior This creature can't block. Raid -- {1}{B}: Return this card from your graveyard to the battlefield. Activate only if you attacked this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodsoaked Champion B Creature -- Human Warrior This creature can't block. Raid -- {1}{B}: Return this card from your graveyard to the battlefield. Activate only if you attacked this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodsoaked Champion B Creature -- Human Warrior This creature can't block. Raid -- {1}{B}: Return this card from your graveyard to the battlefield. Activate only if you attacked this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Draconic Roar (1)(R) Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconic Roar (1)(R) Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconic Roar (1)(R) Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconic Roar (1)(R) Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drana, Liberator of Malakir (1)(B)(B) Legendary Creature -- Vampire Ally Flying, first strike Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drana, Liberator of Malakir (1)(B)(B) Legendary Creature -- Vampire Ally Flying, first strike Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drana, Liberator of Malakir (1)(B)(B) Legendary Creature -- Vampire Ally Flying, first strike Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drana, Liberator of Malakir (1)(B)(B) Legendary Creature -- Vampire Ally Flying, first strike Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Shatun_ - Standard (Standard Daily Swiss)

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 2/10 - 8 cards - 2.5 x 3.5 in each

Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamewake Phoenix (1)(R)(R) Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forerunner of Slaughter (B)(R) Creature -- Eldrazi Drone Devoid (This card has no color.) {1}: Target colorless creature gains haste until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forerunner of Slaughter (B)(R) Creature -- Eldrazi Drone Devoid (This card has no color.) {1}: Target colorless creature gains haste until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forerunner of Slaughter (B)(R) Creature -- Eldrazi Drone Devoid (This card has no color.) {1}: Target colorless creature gains haste until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forerunner of Slaughter (B)(R) Creature -- Eldrazi Drone Devoid (This card has no color.) {1}: Target colorless creature gains haste until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kolaghan, the Storm's Fury Legendary Creature -- Dragon Flying Whenever a Dragon you control attacks, creatures you control get +1/+0 until end of turn. Dash {3}{B}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kolaghan, the Storm's Fury Legendary Creature -- Dragon Flying Whenever a Dragon you control attacks, creatures you control get +1/+0 until end of turn. Dash {3}{B}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 4/5 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

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Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoldering Marsh

Land - - Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped unless you
control two or more basic lands.

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This land enters tapped unless you
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Smoldering Marsh

Land -- Swamp Mountain

(**{T}**: Add **{B}** or **{R}**.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Swamp Basic Land -- Swamp {T}: Add {B}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderbreak Regent 2RR Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderbreak Regent 2RR Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderbreak Regent 2RR Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zurgo Bellstriker Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zurgo Bellstriker Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zurgo Bellstriker Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fiery Impulse R Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Impulse R Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Impulse R Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Impulse R Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Outpost Siege 3 R Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outpost Siege 3 R Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outpost Siege 3 R Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound 1 B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

