

Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Claim B Sorcery Return target creature card with mana value 2 or less from your graveyard to the battlefield. ----- AFTERMATH HALF ----- Fame 1R Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Target creature gets +2/+0 and gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Claim B Sorcery Return target creature card with mana value 2 or less from your graveyard to the battlefield. ----- AFTERMATH HALF ----- Fame 1R Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Target creature gets +2/+0 and gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadmaw's Ire R Instant 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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emberheart Challenger (1)(R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger (1)(R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger (1)(R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger (1)(R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infuriate (R) Instant Target creature gets +3/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Kumano Faces Kakkazan Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. Etching of Kumano Enchantment Creature -- Human Shaman Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kumano Faces Kakkazan Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. Etching of Kumano Enchantment Creature -- Human Shaman Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kumano Faces Kakkazan Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. Etching of Kumano Enchantment Creature -- Human Shaman Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kumano Faces Kakkazan Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. Etching of Kumano Enchantment Creature -- Human Shaman Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Manifold Mouse Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifold Mouse Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifold Mouse Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Swiftspear Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage Ⓜ Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monstrous Rage Ⓜ Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage Ⓜ Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage Ⓜ Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Ruins

Land - - Desert

{T}: Add {C}.
 {T}, Pay 1 life: Add {R}.
 {2}{R}{R}, {T}, Sacrifice a Desert:
 This land deals 2 damage to each
 opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Ruins

Land - - Desert

```
{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slickshot Show-Off

① R

Creature -- Bird Wizard

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.)

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DylEdge - Pioneer (Calgary Round 7 Regional Championship)

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

Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Turn Inside Out 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 PLAYbotbox.dev	Case of the Crimson Pulse Enchantment -- Case When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Claim Sorcery Return target creature card with mana value 2 or less from your graveyard to the battlefield. [sideboard] ----- - - - AFTERMATH HALF - - - Fame Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Target creature gets +2/+0 and gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse (2) Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse (2) Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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