

Become Immense 56 Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Become Immense 56 Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Become Immense 56 Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. 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	Cinder Glade Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinder Glade

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Fodder

① R

Sorcery

Create two 1/1 red Goblin creature tokens.

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Fiery Impulse

®

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.

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Forest

Basic Land -- Forest

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

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① R R

Create three 1/1 red Goblin creature tokens.

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®

{R}: This creature gets +1/+0 until end of turn.

Dash {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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{R}: This creature gets +1/+0 until end of turn.

Dash {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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/2

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1/2

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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 R 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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage 1R Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage 1R Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage 1R Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

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

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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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and {T} this turn.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and {T} this turn.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Boiling Earth deals 1 damage to each creature you opponents control. Awaken 4--{6}{R} (If you cast this spell for {6}{R}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Boiling Earth deals 1 damage to each creature your opponents control. Awaken 4--{R} (If you cast this spell for {R}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Fire of Kaladesh

1R

1

R

Legendary Creature -- Human Shaman

Whenever you cast a red spell, untap Chandra. {T}: Chandra deals 1 damage to target player or planeswalker. If Chandra has dealt 3 or more damage this turn, exile her, then return her to the battlefield transformed under her owner's control.

[sideboard]

2/2

BACK FACE

Chandra, Roaring Flame

Legendary Planeswalker -- Chandra

[+1]: Chandra deals 2 damage to target player or planeswalker.
[-2]: Chandra deals 2 damage to target creature.
[-7]: Chandra deals 6 damage to each opponent.
Each player dealt damage this way gets an emblem with "At the beginning of your upkeep, this emblem deals 3 damage to you."

L 4

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R

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Heelcutter

3R

3

R

Creature -- Goblin Berserker

Whenever this creature attacks, target creature can't block this turn.
Dash {2}{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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Heelcutter

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hooting Mandrills

5G

5

G

Creature -- Ape

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Trample

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hooting Mandrills

5G

5

G

Creature -- Ape

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Trample

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rending Volley

R

R

Instant

This spell can't be countered.
Rending Volley deals 4 damage to target white or blue creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rending Volley

R

R

Instant

This spell can't be countered.
Rending Volley deals 4 damage to target white or blue creature.

[sideboard]

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®

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Rending Volley deals 4 damage to
target white or blue creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

®

Roast deals 5 damage to target creature without flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

®

Roast deals 5 damage to target creature without flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev