

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Crater's Claws X R Sorcery Crater's Claws deals X damage to any target. Ferocious -- Crater's Claws deals X plus 2 damage instead if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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

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

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① ② ③

Choose two --

- * Return target creature card from your graveyard to your hand.
- * Target player discards a card.
- * Destroy target artifact.
- * Kolaghan's Command deals 2 damage to any target.

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① B R

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① B R

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- * Destroy target artifact.
- * Kolaghan's Command deals 2 damage to any target.

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This land enters tapped.
{T}: Add {G} or {U}.
{2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof.
It's still a land.

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Lumbering Falls Land This land enters tapped. {T}: Add {G} or {U}. {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1} .) Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1} .) Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

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

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Creature -- Human Shaman

{T}: Add {G}, {U}, or {R}.
Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, add {G}{U}{R}.

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When this creature is turned face up, add {G}{U}{R}.

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Legendary Planeswalker -- Sarkhan

[+1]: Until end of turn, Sarkhan becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. (He doesn't lose loyalty while he's not a planeswalker.)

[-3]: Sarkhan deals 4 damage to target creature.

[-6]: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand."

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Creature -- Ogre Warrior

{2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.
{2}{U}: Return this creature to its owner's hand.
{R}: This creature gains haste until end of turn.

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Savage Knuckleblade (G)(U)(R) Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Knuckleblade (G)(U)(R) Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Knuckleblade (G)(U)(R) Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shaman of the Great Hunt (3)(R) Creature -- Orc Shaman Haste Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it. Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shaman of the Great Hunt (3)(R) Creature -- Orc Shaman Haste Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it. Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater. 4/2 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapping Gnarlid (1)(G) Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapping Gnarlid (1)(G) Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - NorwegianGOD88 - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Snapping Gnarlid 1 6 Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapping Gnarlid 1 6 Creature -- Beast Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp

Basic Land -- Swamp

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

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Tasigur, the Golden Fang (5)(B)

Legendary Creature -- Human Shaman

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

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Tasigur, the Golden Fang (5)(B)

Legendary Creature -- Human Shaman

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

{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

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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.

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Woodland Wanderer

Creature -- Elemental

Vigilance, trample
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.

2/2

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Converge -- Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast this spell.

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®

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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2 B

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

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② ② R

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

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②⑧

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Roast deals 5 damage to target creature without flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Roast deals 5 damage to target creature without flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Transgress the Mind 1 B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virulent Plague 2 B Enchantment Creature tokens get -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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