

② ② W

As an additional cost to cast this spell, sacrifice a permanent. Exile target artifact, creature, or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

4/3

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②③

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Enchant creature
Enchanted creature can't attack or
block.
{3}{W}{W}, Sacrifice this Aura:
Exile enchanted creature.

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4 G

Whenever a permanent you control transforms into a non-Human creature, create a 2/2 green Wolf creature token.

5/4

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②⑦

Flying

2/2

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10

Emerge {6}{G}{G}{G} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, creatures you control get +2/+2 and gain trample until end of turn.
Trample, haste

7/7

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②③

When this creature dies, create a 3/2 colorless Eldrazi Horror creature token.
Delirium -- This creature gets +3/+0 as long as there are four or more card types among cards in your graveyard.

1/2

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④⑤

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

3/4

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Faith Unbroken Enchantment -- Aura Enchant creature you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +2/+2. 3W PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiend Binder Creature -- Human Soldier Whenever this creature attacks, tap target creature defending player controls. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest ({T}: Add {G}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Pilgrims Creature -- Spirit Cleric When this creature enters, target creature gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incendiary Flow Sorcery Incendiary Flow deals 3 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incendiary Flow Sorcery Incendiary Flow deals 3 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ironclad Slayer Creature -- Human Warrior When this creature enters, you may return target Aura or Equipment card from your graveyard to your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lone Rider Creature -- Human Knight First strike, lifelink At the beginning of the end step, if you gained 3 or more life this turn, transform this creature. 1/1 It That Rides as One Creature -- Eldrazi Horror First strike, trample, lifelink 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militant Inquisitor Creature -- Human Cleric This creature gets +1/+0 for each Equipment you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W

Lifelink
{2}{W}, Exile this card from your graveyard: Create two 1/1 white Spirit creature tokens with flying. Activate only as a sorcery.

3/1

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Basic Land -- Plains

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

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Basic Land -- Plains

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

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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 4/8 - 8 cards - 2.5 x 3.5 in each

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sigardian Priest Creature -- Human Cleric {1}, {T}: Tap target non-Human creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitary Hunter Creature -- Human Warrior Werewolf At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 3/4 36 BACK FACE One of the Pack Creature -- Werewolf At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stone Quarry Land This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Terrarion Artifact This artifact enters tapped. {2}, {T}, Sacrifice this artifact: Add two mana in any combination of colors. When this artifact is put into a graveyard from the battlefield, draw a card. 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	True-Faith Censer Artifact -- Equipment Equipped creature gets +1/+1 and has vigilance. As long as equipped creature is a Human, it gets an additional +1/+0. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulvenwald Hydra Creature -- Hydra Reach Ulvenwald Hydra's power and toughness are each equal to the number of lands you control. When this creature enters, you may search your library for a land card, put it onto the battlefield tapped, then shuffle. 466 */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unruly Mob Creature -- Human Whenever another creature you control dies, put a +1/+1 counter on this creature. 1W 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar's Shield⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultist's Staff② Artifact -- Equipment Equipped creature gets +2/+2. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Distemper of the Blood①R Sorcery Target creature gets +2/+2 and gains trample until end of turn. Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field Creeper② Artifact Creature -- Scarecrow [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ghostly Wings①U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying. Discard a card: Return enchanted creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Make Mischief②R Sorcery Make Mischief deals 1 damage to any target. Create a 1/1 red Devil creature token. It has "When this token dies, it deals 1 damage to any target." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Might Beyond Reason③G Instant Put two +1/+1 counters on target creature. Delirium -- Put three +1/+1 counters on that creature instead if there are four or more card types among cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Take Inventory 1U Sorcery Draw a card, then draw cards equal to the number of cards named Take Inventory in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thirsting Axe 3 Artifact -- Equipment Equipped creature gets +4/+0. At the beginning of your end step, if equipped creature didn't deal combat damage to a creature this turn, sacrifice it. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Standard Bearer W Creature -- Human Soldier {1}{W}, {T}, Discard a card: Create a 1/1 white Human Soldier creature token. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vessel of Ephemera 1W Enchantment {2}{W}, Sacrifice this enchantment: Create two 1/1 white Spirit creature tokens with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Woodcutter's Grit 26 Instant Target creature you control gets +3/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			