

Archfiend of Ifnir (3)(B)(B) Creature -- Demon Flying Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of Ifnir (3)(B)(B) Creature -- Demon Flying Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of Ifnir (3)(B)(B) Creature -- Demon Flying Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of Ifnir (3)(B)(B) Creature -- Demon Flying Whenever you cycle or discard another card, put a -1/-1 counter on each creature your opponents control. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Dread

① ② ③

Sorcery

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Target creature can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Dread

① B R

Sorcery

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Target creature can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Dread

① ② ③

Sorcery

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Target creature can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Target creature can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 R

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

5 R

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

⑤⑧

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

5 R

Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

①BB

Flying
Discard this card: Exile up to two
target cards from graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

①BB

Flying
Discard this card: Exile up to two target cards from graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

2/2

bothbox.dev

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 3/10 - 8 cards - 2.5 x 3.5 in each

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fulminator Mage

① B/R B/R

Creature -- Elemental Shaman

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fulminator Mage

① B/R B/R

Creature -- Elemental Shaman

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grove of the Burnwillows

Land

{T}: Add {C}.
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grove of the Burnwillows

Land

{T}: Add {C}.
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grove of the Burnwillows

Land

{T}: Add {C}.
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grove of the Burnwillows

Land

{T}: Add {C}.
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands (4) (B)

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands (4)(B) Creature -- Horror Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horror of the Broken Lands (4)(B) Creature -- Horror Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horror of the Broken Lands (4)(B) Creature -- Horror Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid (3)(B)(R) Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid (3)(B)(R) Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Monstrous Carabid (3)(B)(R) Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monstrous Carabid (3)(B)(R) Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Street Wraith (3)(B)(B) Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Street Wraith (3)(B)(B) Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fulminator Mage 1 B/R B/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fulminator Mage 1 B/R B/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer 4 R Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer 4 R Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kolaghan's Command 1 B R Instant 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ricochet Trap 3 R Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ricochet Trap 3 R Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shriekmaw 4 B Creature -- Elemental Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) When this creature enters, destroy target nonartifact, nonblack creature. Evoke {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)

Evoked {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/2

botbox.dev

4 B

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)

Evoked {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/2

botbox.dev

④ ⑤

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)

Evoked {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/2

botbox.dev