

① R

Choose one --

- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- * Destroy target artifact.

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Land

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

- - - BACK FACE - - -

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

- - - BACK FACE - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- - - BACK FACE - - -

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Land

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

- - - BACK FACE - - -

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

- - - BACK FACE - - -

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Esika's Chariot Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Esika's Chariot (3)(G) Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot (3)(G) Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot (3)(G) Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Florian, Voldaren Scion (1)(B)(R) Legendary Creature -- Vampire Noble First strike At the beginning of each of your postcombat main phases, look at the top X cards of your library, where X is the total amount of life your opponents lost this turn. Exile one of those cards and put the rest on the bottom of your library in a random order. You may play the exiled card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Florian, Voldaren Scion (1)(B)(R) Legendary Creature -- Vampire Noble First strike At the beginning of each of your postcombat main phases, look at the top X cards of your library, where X is the total amount of life your opponents lost this turn. Exile one of those cards and put the rest on the bottom of your library in a random order. You may play the exiled card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Florian, Voldaren Scion (1)(B)(R) Legendary Creature -- Vampire Noble First strike At the beginning of each of your postcombat main phases, look at the top X cards of your library, where X is the total amount of life your opponents lost this turn. Exile one of those cards and put the rest on the bottom of your library in a random order. You may play the exiled card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jacobricher - Standard (Standard Challenge)

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

Goldspan Dragon (2)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}", Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}", Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Trespasser (2)(B) Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 BACK FACE Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Trespasser (2)(B) Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 BACK FACE Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Graveyard Trespasser (2)(B) Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 BACK FACE Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. 4/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Immersturm Predator 2BR Creature -- Vampire Dragon Flying Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature. Sacrifice another creature: This creature gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Immersturm Predator 2BR Creature -- Vampire Dragon Flying Whenever this creature becomes tapped, exile up to one target card from a graveyard and put a +1/+1 counter on this creature. Sacrifice another creature: This creature gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Grasp 1B Instant Destroy target creature. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Grasp 1B Instant Destroy target creature. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Destroy target creature. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)(R)

When Kalain enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Other creatures you control enter with an additional +1/+1 counter on them for each mana from a Treasure spent to cast them.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BR

When Kalain enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Other creatures you control enter with an additional +1/+1 counter on them for each mana from a Treasure spent to cast them.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BR

When Kalain enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Other creatures you control enter with an additional +1/+1 counter on them for each mana from a Treasure spent to cast them.

1/2

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Other Dwarves you control get +1/+0. Whenever a Dwarf you control becomes tapped, create a Treasure token. Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle.

2/1

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path of Peril 1BB Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path of Peril 1BB Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Stormseeker 2R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 ----- BACK FACE ----- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Stormseeker 2R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 ----- BACK FACE ----- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing XR Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing XR Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing XR Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. 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	Valki, God of Lies1B Legendary Creature -- God When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card. 2/1 BACK FACE Tibalt, Cosmic Impostor5BR Legendary Planeswalker -- Tibalt As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valki, God of Lies1B Legendary Creature -- God When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card. 2/1 BACK FACE Tibalt, Cosmic Impostor5BR Legendary Planeswalker -- Tibalt As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Check for Traps1B Sorcery Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If an instant card or a card with flash is exiled this way, they lose 1 life. Otherwise, you lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	DuressB Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	DuressB Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	DuressB Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Power Word Kill 1B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Power Word Kill 1B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Power Word Kill 1B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Power Word Kill 1B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Enfeeblement B Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ray of Enfeeblement B Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ray of Enfeeblement B Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadows' Verdict 3B B Sorcery Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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