

<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Drossforge Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {R}.

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{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faithless Looting

®

Sorcery

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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®

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Draw two cards, then discard two cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Temper

① R R

Instant

Fiery Temper deals 3 damage to any target.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

<div><div><div>Fiery Temper</div><div>①ⓇⓇ</div></div><div><div>Instant</div><div>Fiery Temper deals 3 damage to any target. 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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fiery Temper</div><div>①ⓇⓇ</div></div><div><div>Instant</div><div>Fiery Temper deals 3 damage to any target. 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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fiery Temper</div><div>①ⓇⓇ</div></div><div><div>Instant</div><div>Fiery Temper deals 3 damage to any target. 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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Galvanic Blast</div><div>Ⓡ</div></div><div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Highway Robbery<div>1R</div></div><div>Sorcery</div><div>You may discard a card or sacrifice a land. If you do, draw two cards. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Jagged Barrens

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Creature -- Imp

Flying, haste
Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, haste
Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flying
When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flying
When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Vault of Whispers</div></div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vault of Whispers</div></div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vault of Whispers</div></div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vault of Whispers</div></div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

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1/1

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② ③

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Choose one --

- * Cast into the Fire deals 1 damage to each of up to two target creatures.
- * Exile target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- * Cast into the Fire deals 1 damage to each of up to two target creatures.
- * Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Enchant land
Enchanted land is a Swamp.
Whenever enchanted land becomes
tapped, its controller loses 2 life.

[sidebar]

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<div> <div>Contaminated Ground</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant land</div> <div>Enchanted land is a Swamp.</div> <div>Whenever enchanted land becomes tapped, its controller loses 2 life.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Contaminated Ground</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant land</div> <div>Enchanted land is a Swamp.</div> <div>Whenever enchanted land becomes tapped, its controller loses 2 life.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Extract a Confession</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)</div> <div>Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Extract a Confession</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)</div> <div>Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Gorilla Shaman</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Ape Shaman</div> <div> <div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div> </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Gorilla Shaman</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Ape Shaman</div> <div> <div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div> </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nihil Spellbomb</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nihil Spellbomb</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div><div>Trespasser's Curse</div><div>1B</div></div><div>Enchantment -- Aura Curse</div><div>Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Trespasser's Curse</div><div>1B</div></div><div>Enchantment -- Aura Curse</div><div>Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Trespasser's Curse</div><div>1B</div></div><div>Enchantment -- Aura Curse</div><div>Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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