

Land

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① R

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<div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Eviscerator's Insight</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Faithless Looting (R) <hr/> Sorcery <hr/> <p>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.)</p>	Fanatical Offering (1)(B) <hr/> Instant <hr/> <p>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p>	Fanatical Offering (1)(B) <hr/> Instant <hr/> <p>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p>	First Day of Class (1)(R) <hr/> Instant <hr/> <p>Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</p>
First Day of Class (1)(R) <hr/> Instant <hr/> <p>Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</p>	First Day of Class (1)(R) <hr/> Instant <hr/> <p>Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</p>	First Day of Class (1)(R) <hr/> Instant <hr/> <p>Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</p>	Goblin Matron (2)(R) <hr/> Creature -- Goblin <hr/> <p>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.</p> <div>1/1</div>

<div><div>Goblin Matron</div><div>2R</div><div>Creature -- Goblin</div><div>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Goblin Matron</div><div>2R</div><div>Creature -- Goblin</div><div>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Goblin Matron</div><div>2R</div><div>Creature -- Goblin</div><div>When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Great Furnace</div><div></div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Great Furnace</div><div></div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ichor Wellspring</div><div>2</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ichor Wellspring</div><div>2</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ichor Wellspring</div><div>2</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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When this artifact enters or is put into a graveyard from the battlefield, draw a card.

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When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

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{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.

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Basic Land -- Mountain

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

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1 B

Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

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2/2

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

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

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Sacrifice a Goblin: Add $\{R\}$.

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Sacrifice a Goblin: Add {R}.

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div><div>Skirk Prospector</div><div>Ⓡ</div></div><div><div>Creature -- Goblin</div><div>Sacrifice a Goblin: Add {R}.</div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Skirk Prospector</div><div>Ⓡ</div></div><div><div>Creature -- Goblin</div><div>Sacrifice a Goblin: Add {R}.</div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Unearth</div><div>B</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unearth</div><div>B</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vault of Whispers</div><div></div><div>Artifact Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vault of Whispers</div><div></div><div>Artifact Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cast into the Fire</div><div>1R</div><div>Instant</div><div>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast into the Fire</div><div>1R</div><div>Instant</div><div>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Duress</div><div>B</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gorilla Shaman</div><div>R</div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

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[sideboard]

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Sacrifice an artifact: This creature deals 1 damage to each creature without flying.

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When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

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When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

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Choose one --

- * Counter target blue spell.
- * Destroy target blue permanent.

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Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
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<div> <div> Red Elemental Blast (R) </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target blue spell. * Destroy target blue permanent. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Trespasser's Curse (1)(B) </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 PLAY botbox.dev </div> </div>	<div> <div> Trespasser's Curse (1)(B) </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 PLAY botbox.dev </div> </div>	