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| <b>Blackcleave Cliffs</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {R}.                                                                                              | <b>Blackcleave Cliffs</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {R}.                                                                                              | <b>Blackcleave Cliffs</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {R}.                                                                                              | <b>Blackcleave Cliffs</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {R}.                                                                                                                                                                                                                                                                  |
| <b>Burst Lightning</b> <span>(R)</span><br><hr/> Instant<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. | <b>Burst Lightning</b> <span>(R)</span><br><hr/> Instant<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. | <b>Burst Lightning</b> <span>(R)</span><br><hr/> Instant<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. | <b>Cacophony Scamp</b> <span>(R)</span><br><hr/> Creature -- Phyrexian Goblin Warrior<br><hr/> Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br>When this creature dies, it deals damage equal to its power to any target. <div>1/1</div> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                             |

®

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - -

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - - -

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- - - ADVENTURE - - -

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.

2/2

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| <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                     | <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fugitive Codebreaker</b> (1)(R)<br>Creature -- Goblin Rogue<br>Prowess, haste<br>Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)<br>When this creature is turned face up, discard your hand, then draw three cards.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Fugitive Codebreaker</b> (1)(R)<br>Creature -- Goblin Rogue<br>Prowess, haste<br>Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)<br>When this creature is turned face up, discard your hand, then draw three cards.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                       | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                       | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                           |

®

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)  
At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)  
At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

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At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Manifold Mouse</b> (1)(R)<br><hr/> Creature -- Mouse Soldier<br><hr/> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Might of the Meek</b> (R)<br><hr/> Instant<br><hr/> Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br>Draw a card.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                               | <b>Might of the Meek</b> (R)<br><hr/> Instant<br><hr/> Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br>Draw a card.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                               | <b>Might of the Meek</b> (R)<br><hr/> Instant<br><hr/> Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br>Draw a card.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                               |
| <b>Might of the Meek</b> (R)<br><hr/> Instant<br><hr/> Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br>Draw a card.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                     | <b>Monstrous Rage</b> (R)<br><hr/> Instant<br><hr/> Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Monstrous Rage</b> (R)<br><hr/> Instant<br><hr/> Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Monstrous Rage</b> (R)<br><hr/> Instant<br><hr/> Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                               | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                               |
| <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                              | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Restless Vents</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.<br/>{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.<br/>Whenever this land attacks, you may discard a card. If you do, draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Restless Vents</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.<br/>{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.<br/>Whenever this land attacks, you may discard a card. If you do, draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

## Rockface Village

Land

{T}: Add {C}.  
{T}: Add {R}. Spend this mana only to cast a creature spell.  
{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.

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## Sulfurous Springs

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

```
{T}: Add {C}.
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{T}: Add {C}.
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```

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Playtest cards - Godoy, Jose - Standard (\$10K RCQ - Standard - SCG CON Atlanta - Sunday -

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 7/10 - 8 cards - 2.5 x 3.5 in each

## Turn Inside Out

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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## Duress

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Feed the Swarm

## Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Feed the Swarm

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

```
[sideboard]
```

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| <div><div><div>Furnace Reins</div><div>2R</div></div><div>Sorcery</div><div><p>Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and "Whenever this creature deals combat damage to a player or battle, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Furnace Reins</div><div>2R</div></div><div>Sorcery</div><div><p>Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and "Whenever this creature deals combat damage to a player or battle, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Furnace Reins</div><div>2R</div></div><div>Sorcery</div><div><p>Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and "Whenever this creature deals combat damage to a player or battle, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div><p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div><p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urabrask's Forge</div><div>2R</div></div><div>Artifact</div><div><p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Urabrask's Forge</div><div>2R</div></div><div>Artifact</div><div><p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Urabrask's Forge</div><div>2R</div></div><div>Artifact</div><div><p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |

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| <div> <div> Urabrask's Forge <div> <div>2</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Witchstalker Frenzy <div> <div>3</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Witchstalker Frenzy <div> <div>3</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - Godoy, Jose - Standard (\$10K RCQ - Standard - SCG CON Atlanta - Sunday -

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