

<div><div>Alms of the Vein</div><div>2B</div></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><div>Alms of the Vein</div><div>2B</div></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><div>Alms of the Vein</div><div>2B</div></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><div>Alms of the Vein</div><div>2B</div></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><div>Bloodfell Caves</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Bloodfell Caves</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Bloodfell Caves</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chain Lightning</div><div>R</div></div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Chain Lightning</div><div>R</div></div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chain Lightning</div><div>R</div></div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chain Lightning</div><div>R</div></div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Demand Answers</div><div>1R</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Demand Answers</div><div>1R</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Demand Answers</div><div>1R</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Faithless Looting</div><div>R</div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Faithless Looting</div><div>R</div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Faithless Looting</div><div><div>R</div></div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Faithless Looting</div><div><div>R</div></div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Highway Robbery</div><div><div>1</div><div>R</div></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>Highway Robbery</div><div><div>1</div><div>R</div></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>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>	<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>Kitchen Imp</div><div>3B</div><div>Creature -- Imp</div><div>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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kitchen Imp</div><div>3B</div><div>Creature -- Imp</div><div>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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kitchen Imp</div><div>3B</div><div>Creature -- Imp</div><div>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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kitchen Imp</div><div>3B</div><div>Creature -- Imp</div><div>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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rakdos Carnarium</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rakdos Carnarium</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Vampire's Kiss1B</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>Vampire's Kiss1B</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>Vampire's Kiss1B</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>Vampire's Kiss1B</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>

®

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.")

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.")

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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

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

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 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> Gorilla Shaman Ⓡ </div> <div> Creature -- Ape Shaman </div> <div> {X}{X}{1}: Destroy target noncreature artifact with mana value X. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Nihil Spellbomb ① </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Nihil Spellbomb ① </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Nihil Spellbomb ① </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Smash to Smithereens ①Ⓡ </div> <div> Instant </div> <div> Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Smash to Smithereens ①Ⓡ </div> <div> Instant </div> <div> Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Smash to Smithereens ①Ⓡ </div> <div> Instant </div> <div> Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Trespasser's Curse ①Ⓑ </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> <div> Trespasser's Curse <div> <div>1</div> <div>B</div> </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 PLAY botbox.dev </div> </div>	<div> <div> Trespasser's Curse <div> <div>1</div> <div>B</div> </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 PLAY botbox.dev </div> </div>	<div> <div> Trespasser's Curse <div> <div>1</div> <div>B</div> </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 PLAY botbox.dev </div> </div>	