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| <div><div>Alms of the Vein</div><div><div>2</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>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><div>2</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>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><div>2</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>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><div>2</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>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>Bojuka Bog</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    | <div><div>Chain Lightning</div><div><div>R</div></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><div>R</div></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><div>R</div></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>      |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>End the Festivities</div><div>R</div></div> <div>Sorcery</div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</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.<br/>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.<br/>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.<br/>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.<br/>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>1R R</div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>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>1R R</div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>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>1R R</div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>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> |

① R R

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 botbox.dev

① R

As an additional cost to cast this spell, discard a card.  
Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

As an additional cost to cast this spell, discard a card.  
Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

As an additional cost to cast this spell, discard a card.  
Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Jagged Barrens</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{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.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{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.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Kitchen Imp</div><div>Creature -- Imp</div><div>Flying, haste<br/>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>Creature -- Imp</div><div>Flying, haste<br/>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>Creature -- Imp</div><div>Flying, haste<br/>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>Creature -- Imp</div><div>Flying, haste<br/>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>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |

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| <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><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> |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rakdos Carnarium

Land

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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## Rakdos Carnarium

Land

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

## Razortrap Gorge

Land

This land enters tapped unless a player has 13 or less life.  
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Creature -- Faerie Rogue

**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

Creature -- Faerie Rogue

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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| <div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>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> | <div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>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>         | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Vampire's Kiss</div><div><div>1</div><div>B</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><div>Vampire's Kiss</div><div><div>1</div><div>B</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><div>Vampire's Kiss</div><div><div>1</div><div>B</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> |

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| <div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><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.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><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.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><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.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><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.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Breath Weapon</div><div>②Ⓜ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div><div>Breath Weapon</div><div>②Ⓜ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div><div>Contaminated Ground</div><div>①ⓑ</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land is a Swamp.<br/>Whenever enchanted land becomes tapped, its controller loses 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div><div>Contaminated Ground</div><div>①ⓑ</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land is a Swamp.<br/>Whenever enchanted land becomes tapped, its controller loses 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        |

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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>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent reveals their hand.</div> <div>You choose a noncreature, nonland card from it. That player discards that card.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                      | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent reveals their hand.</div> <div>You choose a noncreature, nonland card from it. That player discards that card.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent reveals their hand.</div> <div>You choose a noncreature, nonland card from it. That player discards that card.</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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                        |

Playtest cards - ubanam - Pauper (Pauper League)

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 9/10 - 8 cards - 2.5 x 3.5 in each

①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev