

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cori-Steel Cutter Artifact -- Equipment Equipped creature gets +1/+1 and has trample and haste. Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.) Equip {1}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori-Steel Cutter Artifact -- Equipment Equipped creature gets +1/+1 and has trample and haste. Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.) Equip {1}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori-Steel Cutter Artifact -- Equipment Equipped creature gets +1/+1 and has trample and haste. Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.) Equip {1}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori-Steel Cutter Artifact -- Equipment Equipped creature gets +1/+1 and has trample and haste. Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.) Equip {1}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Expressive Iteration (U)(R) Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration (U)(R) Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration (U)(R) Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expressive Iteration (U)(R) Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Islet Land
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Lightning Bolt deals 3 damage to any target.

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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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 4/10 - 8 cards - 2.5 x 3.5 in each

Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutagenic Growth GP Instant {G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td></td></td>	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td></td>	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td>	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Alpine Moon Enchantment As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Consign to Memory U Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unholy Heat R Instant Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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