

Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brimstone Trebuchet 2R Artifact Creature -- Wall Defender, reach {T}: This creature deals 1 damage to each opponent. Whenever a Knight you control enters, untap this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning-Yard Trainer 4R Creature -- Human Knight Trample, haste When this creature enters, another target Knight you control gets +2/+2 and gains trample and haste until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dwarven Mine Land -- Mountain ({T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dwarven Mine Land -- Mountain ({T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embereth Paladin 3R Creature -- Human Knight Haste Adamant -- If at least three red mana was spent to cast this spell, this creature enters with a +1/+1 counter on it. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embereth Paladin 3R Creature -- Human Knight Haste Adamant -- If at least three red mana was spent to cast this spell, this creature enters with a +1/+1 counter on it. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embereth Shieldbreaker 1R Creature -- Human Knight 2/1 ----- ADVENTURE ----- Battle Display R Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embereth Shieldbreaker 1R Creature -- Human Knight 2/1 ----- ADVENTURE ----- Battle Display R Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireborn Knight R/W R/W R/W R/W Creature -- Human Knight Double strike {R/W}{R/W}{R/W}{R/W}: This creature gets +1/+1 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireborn Knight R/W R/W R/W R/W Creature -- Human Knight Double strike {R/W}{R/W}{R/W}{R/W}: This creature gets +1/+1 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gingerbrute 1 Artifact Creature -- Food Golem Haste (This creature can attack and {T} as soon as it comes under your control.) {1}: This creature can't be blocked this turn except by creatures with haste. {2}, {T}, Sacrifice this creature: You gain 3 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Henge Walker 3 Artifact Creature -- Golem Adamant -- If at least three mana of the same color was spent to cast this spell, this creature enters with a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merchant of the Vale 2R Creature -- Human Peasant {2}{R}, Discard a card: Draw a card. 2/3 ----- ADVENTURE ----- Haggle R Instant -- Adventure You may discard a card. If you do, draw a card. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KO_Mak - Limited (Limited Players Tour Qualifier)

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 2/8 - 8 cards - 2.5 x 3.5 in each

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	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
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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	Ogre Errant Creature -- Ogre Knight Whenever this creature attacks, another target attacking Knight gains menace until end of turn. (It can't be blocked except by two or more creatures.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rimrock Knight Creature -- Dwarf Knight This creature can't block. 3/1 --- ADVENTURE --- Boulder Rush Instant -- Adventure Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rimrock Knight ①R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder Rush R Instant -- Adventure Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rimrock Knight ①R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder Rush R Instant -- Adventure Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rimrock Knight ①R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder Rush R Instant -- Adventure Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Searing Barrage ④R Instant Searing Barrage deals 5 damage to target creature. Adamant -- If at least three red mana was spent to cast this spell, Searing Barrage deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Syr Carah, the Bold ③RR Legendary Creature -- Human Knight Whenever Syr Carah or an instant or sorcery spell you control deals damage to a player, exile the top card of your library. You may play that card this turn. {T}: Syr Carah deals 1 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weaselback Redcap R Creature -- Goblin Knight {1}{R}: This creature gets +2/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weaselback Redcap R Creature -- Goblin Knight {1}{R}: This creature gets +2/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weaselback Redcap R Creature -- Goblin Knight {1}{R}: This creature gets +2/+0 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bartered Cow (3)(W) Creature -- 0x When this creature dies and when you discard this card, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beloved Princess (W) Creature -- Human Noble Lifelink This creature can't be blocked by creatures with power 3 or greater. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodhaze Wolverine (1)(R) Creature -- Wolverine Whenever you draw your second card each turn, this creature gets +1/+1 and gains first strike until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodhaze Wolverine (1)(R) Creature -- Wolverine Whenever you draw your second card each turn, this creature gets +1/+1 and gains first strike until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodhaze Wolverine (1)(R) Creature -- Wolverine Whenever you draw your second card each turn, this creature gets +1/+1 and gains first strike until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortifying Provisions (2)(W) Enchantment Creatures you control get +0/+1. When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garenbrig Squire (1)(G) Creature -- Human Soldier Whenever you cast a creature spell that has an Adventure, this creature gets +1/+1 until end of turn. (It doesn't need to have gone on the adventure first.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets +2/+1 and gains deathtouch until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

This creature enters with four +1/+1 counters on it.

This creature attacks each combat if able.

If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from it.

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[sideboard]
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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W

Flying

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Double strike (This creature deals both first-strike and regular combat damage.)

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Double strike (This creature deals both first-strike and regular combat damage.)

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Choose one --
 * Draw cards equal to the greatest power among non-Human creatures you control.

* Non-Human creatures you control get +3/+3 until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seven Dwarves 1 R Creature -- Dwarf This creature gets +1/+1 for each other creature named Seven Dwarves you control. A deck can have up to seven cards named Seven Dwarves. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinechaser 1 W U Creature -- Faerie Flying, vigilance This creature gets +1/+1 as long as you control an artifact. This creature gets +1/+1 as long as you control an enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tournament Grounds Land {T}: Add {C}. {T}: Add {R}, {W}, or {B}. Spend this mana only to cast a Knight or Equipment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wandermare 1 G W Creature -- Horse Whenever you cast a creature spell that has an Adventure, put a +1/+1 counter on this creature. (It doesn't need to have gone on the adventure first.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			