Antiquities on the Loose {1}{W}{W}

Sorcery

Create two 2/2 red and white Spirit creature tokens. Then if this spell was cast from anywhere other than your hand, put a +1/+1 counter on each Spirit you control.
Flashback {4}{W}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Reckoner {R/W}{R/W}{R/W}

Creature -- Minotaur Wizard

Whenever this creature is dealt damage, it deals that much damage to any target.
{R/W}: This creature gains first strike until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Reckoner {R/W}{R/W}{R/W}

Creature -- Minotaur Wizard

Whenever this creature is dealt damage, it deals that much damage to any target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Reckoner {R/W}{R/W}{R/W}

Creature -- Minotaur Wizard

Whenever this creature is dealt damage, it deals that much damage to any target.
{R/W}: This creature gains first strike until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Acolyte of Flame {1}{R}{R}

Legendary Planeswalker -- Chandra

[0]: Put a loyalty counter on each red planeswalker you control.
[0]: Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.
[-2]: You may cast target instant or sorcery card with mana value 3 or less from your graveyard. If that spell would be put into your graveyard, exile it instead.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Acolyte of Flame {1}{R}{R}

Legendary Planeswalker -- Chandra

[0]: Put a loyalty counter on each red planeswalker you control.
[0]: Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.
[-2]: You may cast target instant or sorcery card with mana value 3 or less from your graveyard. If that spell would be put into your graveyard, exile it instead.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[0]: Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.
[-2]: You may cast target instant or sorcery card with mana value 3 or less from your graveyard. If that spell would be put into your graveyard, exile it instead.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Char (2)(R)

Instant

Char deals 4 damage to any target and 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Char (2)(R)

Instant

Char deals 4 damage to any target and 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Char (2)(R)

Instant

Char deals 4 damage to any target and 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Declaration in Stone (1)(W)

Sorcery

Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Declaration in Stone (1)(W)

Sorcery

Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Declaration in Stone (1)(W)

Sorcery

Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo Uprising (X)(R)(W)

Sorcery

Create X 2/2 white Samurai creature tokens with vigilance. They gain menace and haste until end of turn. Each opponent creates X minus one 2/2 white Samurai creature tokens with vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Feldon, Ronom Excavator {1}{R}

Legendary Creature -- Human Artificer

Haste
Feldon can't block.
Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feldon, Ronom Excavator {1}{R}

Legendary Creature -- Human Artificer

Haste
Feldon can't block.
Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Rage {1}{R}{R}

Instant

If it's not your turn, you may exile a red card from your hand rather than pay this spell's mana cost. Create two 3/1 red Elemental creature tokens with trample and haste. Sacrifice those tokens at the beginning of your next upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Rage {1}{R}{R}

Instant

If it's not your turn, you may exile a red card from your hand rather than pay this spell's mana cost. Create two 3/1 red Elemental creature tokens with trample and haste. Sacrifice those tokens at the beginning of your next upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Furycalm Snarl

Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Furycalm Snarl

Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Furycalm Snarl

Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Furycalm Snarl

Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goddric, Cloaked Reveler (1)(R)(R)

Legendary Creature -- Human Noble

Haste
Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (He loses all other creature types.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goddric, Cloaked Reveler (1)(R)(R)

Legendary Creature -- Human Noble

Haste
Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (He loses all other creature types.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kari Zev, Skyship Raider (1)(R)

Legendary Creature -- Human Pirate

First strike, menace
Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kari Zev, Skyship Raider (1)(R)

Legendary Creature -- Human Pirate

First strike, menace
Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat.

1/3

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 - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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({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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needle Spires

Land

This land enters tapped.
{T}: Add {R} or {W}.
{2}{R}{W}: Until end of turn, this land becomes a 2/1 red and white Elemental creature with double strike. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needle Spires

Land

This land enters tapped.
{T}: Add {R} or {W}.
{2}{R}{W}: Until end of turn, this land becomes a 2/1 red and white Elemental creature with double strike. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Path of Mettle ⓇⓌ

Legendary Enchantment

When Path of Mettle enters, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.
Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

- - - BACK FACE - - -

Metzali, Tower of Triumph

Legendary Land

(Transforms from Path of Mettle.)
{T}: Add one mana of any color.
{1}{R}, {T}: Metzali deals 2 damage to each opponent.
{2}{W}, {T}: Choose a creature at random that attacked this turn. Destroy that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path of Mettle ⓇⓌ

Legendary Enchantment

When Path of Mettle enters, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.
Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

- - - BACK FACE - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Purphoros's Intervention (X)(R)

Sorcery

Choose one --
* Create an X/1 red Elemental creature token with trample and haste. Sacrifice it at the beginning of the next end step.
* Purphoros's Intervention deals twice X damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Choose one --
* Create an X/1 red Elemental creature token with trample and haste. Sacrifice it at the beginning of the next end step.
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* Purphoros's Intervention deals twice X damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Trooper (1)(R)(R)(W)

Creature -- Elemental Soldier

Trample, lifelink, haste
At the beginning of the end step, sacrifice this creature.

6/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Spark Trooper {1}{R}{R}{W}

Creature -- Elemental Soldier

Trample, lifelink, haste
At the beginning of the end step, sacrifice this creature.

6/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Triumph

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Triumph

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Triumph

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emissary of Grudges {5}{R}

Creature -- Efreet

Flying, haste
As this creature enters, secretly choose an opponent.
Reveal the player you chose: Choose new targets for target spell or ability if it's controlled by the chosen player and if it targets you or a permanent you control. Activate only once.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Figure of Destiny {R/W}

Creature -- Kithkin

{R/W}: This creature becomes a Kithkin Spirit with base power and toughness 2/2.
{R/W}{R/W}{R/W}: If this creature is a Spirit, it becomes a Kithkin Spirit Warrior with base power and toughness 4/4.
{R/W}{R/W}{R/W}{R/W}{R/W}{R/W}: If this creature is a Warrior, it becomes a Kithkin Spirit Warrior Avatar with base power and toughness 8/8, flying, and first strike.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Figure of Destiny {R/W}

Creature -- Kithkin

{R/W}: This creature becomes a Kithkin Spirit with base power and toughness 2/2.
{R/W}{R/W}{R/W}: If this creature is a Spirit, it becomes a Kithkin Spirit Warrior with base power and toughness 4/4.
{R/W}{R/W}{R/W}{R/W}{R/W}{R/W}: If this creature is a Warrior, it becomes a Kithkin Spirit Warrior Avatar with base power and toughness 8/8, flying, and first strike.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Figure of Destiny {R/W}

Creature -- Kithkin

{R/W}: This creature becomes a Kithkin Spirit with base power and toughness 2/2.
{R/W}{R/W}{R/W}: If this creature is a Spirit, it becomes a Kithkin Spirit Warrior with base power and toughness 4/4.
{R/W}{R/W}{R/W}{R/W}{R/W}{R/W}: If this creature is a Warrior, it becomes a Kithkin Spirit Warrior Avatar with base power and toughness 8/8, flying, and first strike.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Figure of Destiny {R/W}

Creature -- Kithkin

{R/W}: This creature becomes a Kithkin Spirit with base power and toughness 2/2.
{R/W}{R/W}{R/W}: If this creature is a Spirit, it becomes a Kithkin Spirit Warrior with base power and toughness 4/4.
{R/W}{R/W}{R/W}{R/W}{R/W}{R/W}: If this creature is a Warrior, it becomes a Kithkin Spirit Warrior Avatar with base power and toughness 8/8, flying, and first strike.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartflame Duelist

Card

[sideboard]

- - - OTHER FACE - - -

Heartflame Duelist

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartflame Duelist

Card

[sideboard]

- - - OTHER FACE - - -

Heartflame Duelist

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartflame Duelist

Card

[sideboard]

- - - OTHER FACE - - -

Heartflame Duelist

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartflame Duelist

Card

[sideboard]

- - - OTHER FACE - - -

Heartflame Duelist

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Witnesses {2}{W}{W}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Witnesses {2}{W}{W}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Witnesses {2}{W}{W}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taker - Unknown format (MO ???99???#1 (?112????CS) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Runed Halo {W}{W}

Enchantment

As this enchantment enters, choose a card name.
You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runed Halo {W}{W}

Enchantment

As this enchantment enters, choose a card name.
You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runed Halo {W}{W}

Enchantment

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You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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