

Playtest cards - Chris Kvartek - Standard (February Kaldheim League Weekend - MPL Decklist) 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.

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Edgewall Innkeeper Ⓞ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgewall Innkeeper Ⓞ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgewall Innkeeper Ⓞ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgewall Innkeeper Ⓞ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon (3)(R)(R) Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kazuul's Fury (2)(R) Instant As an additional cost to cast this spell, sacrifice a creature. Kazuul's Fury deals damage equal to the sacrificed creature's power to any target. BACK FACE Kazuul's Cliffs Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kazuul's Fury (2)(R) Instant As an additional cost to cast this spell, sacrifice a creature. Kazuul's Fury deals damage equal to the sacrificed creature's power to any target. BACK FACE Kazuul's Cliffs Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kazuul's Fury (2)(R) Instant As an additional cost to cast this spell, sacrifice a creature. Kazuul's Fury deals damage equal to the sacrificed creature's power to any target. BACK FACE Kazuul's Cliffs Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast (2)(G) Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ADVENTURE Heart's Desire (G) Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Needleverge Pathway Card Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sejiri Shelter Instant Target creature you control gains protection from the color of your choice until end of turn. Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sejiri Shelter Instant Target creature you control gains protection from the color of your choice until end of turn. Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sejiri Shelter Instant Target creature you control gains protection from the color of your choice until end of turn. Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sejiri Shelter Instant Target creature you control gains protection from the color of your choice until end of turn. Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shepherd of the Flock (1)(W) Creature -- Human Peasant 3/1 ----- ADVENTURE ----- Usher to Safety (W) Instant -- Adventure Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shepherd of the Flock (1)(W) Creature -- Human Peasant 3/1 ----- ADVENTURE ----- Usher to Safety (W) Instant -- Adventure Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shepherd of the Flock (1)(W) Creature -- Human Peasant 3/1 ----- ADVENTURE ----- Usher to Safety (W) Instant -- Adventure Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shepherd of the Flock (1)(W) Creature -- Human Peasant 3/1 ----- ADVENTURE ----- Usher to Safety (W) Instant -- Adventure Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Showdown of the Skalds (2)(R)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Showdown of the Skalds (2)(R)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Showdown of the Skalds (2)(R)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Showdown of the Skalds (2)(R)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unleash Fury 1R Instant Double the power of target creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unleash Fury 1R Instant Double the power of target creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unleash Fury 1R Instant Double the power of target creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unleash Fury 1R Instant Double the power of target creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drannith Magistrate 1W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drannith Magistrate 1W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Prophecy 1R Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Prophecy 1R Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.

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①②

When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.

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1 R G

As long as your devotion to red and green is less than seven, Klothys isn't a creature.

At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

4/5

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As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

③ R R

When this creature enters, discard your hand, then draw three cards. Escape-- $\{R\}\{R\}$, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

When this creature enters, discard your hand, then draw three cards. Escape--[R]{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

When this creature enters, discard your hand, then draw three cards. Escape-- $\{R\}\{R\}$, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.

4/2

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Run Afoul 6 Instant Target opponent sacrifices a creature of their choice with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt 16 Instant Destroy target artifact or enchantment. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	