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| <p><b>Agatha of the Vile Cauldron</b> (R)(G)</p> <p>Legendary Creature -- Human Warlock</p> <p>Activated abilities of creatures you control cost {X} less to activate, where X is Agatha's power. This effect can't reduce the mana in that cost to less than one mana.<br/>{4}{R}{G}: Other creatures you control get +1/+1 and gain trample and haste until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                    | <p><b>Agatha's Soul Cauldron</b> (2)</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron.<br/>{T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                          | <p><b>Bard Class</b> (R)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Legendary creatures you control enter with an additional +1/+1 counter on them.<br/>{R}{G}: Level 2<br/>Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.<br/>{3}{R}{G}: Level 3<br/>Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Bard Class</b> (R)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Legendary creatures you control enter with an additional +1/+1 counter on them.<br/>{R}{G}: Level 2<br/>Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.<br/>{3}{R}{G}: Level 3<br/>Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Bard Class</b> (R)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Legendary creatures you control enter with an additional +1/+1 counter on them.<br/>{R}{G}: Level 2<br/>Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.<br/>{3}{R}{G}: Level 3<br/>Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Bard Class</b> (R)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>Legendary creatures you control enter with an additional +1/+1 counter on them.<br/>{R}{G}: Level 2<br/>Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.<br/>{3}{R}{G}: Level 3<br/>Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                |

Playtest cards - takeda, ryotaro - Pioneer (??23????????????????V????)

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.

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| <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Copperline Gorge</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><b>Copperline Gorge</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div><b>Copperline Gorge</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   |
| <div><div><b>Copperline Gorge</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               | <div><div><b>Cragcrown Pathway</b></div><div>Land</div><div>{T}: Add {R}.</div><div><div>-----<br/>- - - BACK FACE - - -<br/>-----</div><div><b>Timbercrown Pathway</b></div><div>Land</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Domri, Anarch of Bolas</b> ①②③</div><div>Legendary Planeswalker -- Domri</div><div>Creatures you control get +1/+0.<br/>[+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered.<br/>[-2]: Target creature you control fights target creature you don't control.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Domri, Anarch of Bolas</b> ①②③</div><div>Legendary Planeswalker -- Domri</div><div>Creatures you control get +1/+0.<br/>[+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered.<br/>[-2]: Target creature you control fights target creature you don't control.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                               | <div>Gallia of the Endless Dance (R)(G)</div> <div>Legendary Creature -- Satyr</div> <div>Haste<br/>Other Satyrs you control get +1/+1 and have haste.<br/>Whenever you attack with three or more creatures, you may discard a card at random. If you do, draw two cards.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>Gallia of the Endless Dance (R)(G)</div> <div>Legendary Creature -- Satyr</div> <div>Haste<br/>Other Satyrs you control get +1/+1 and have haste.<br/>Whenever you attack with three or more creatures, you may discard a card at random. If you do, draw two cards.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hajar, Loyal Bodyguard (R)(G)</div> <div>Legendary Creature -- Human Soldier</div> <div>Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                      |
| <div>Hajar, Loyal Bodyguard (R)(G)</div> <div>Legendary Creature -- Human Soldier</div> <div>Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Halana and Alena, Partners (2)(R)(G)</div> <div>Legendary Creature -- Human Ranger</div> <div>Reach (This creature can block creatures with flying.)<br/>First strike (This creature deals combat damage before creatures without first strike.)<br/>At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Itzquinth, Firstborn of Gishath (R)(G)</div> <div>Legendary Creature -- Dinosaur</div> <div>Haste<br/>When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <div>Itzquinth, Firstborn of Gishath (R)(G)</div> <div>Legendary Creature -- Dinosaur</div> <div>Haste<br/>When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - takeda, ryotaro - Pioneer (?23????????????V???)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                               | <div>Kellan, Planar Trailblazer (R)</div> <div>Legendary Creature -- Human Faerie Scout</div> <div>{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."</div> <div>{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>             | <div>Kellan, Planar Trailblazer (R)</div> <div>Legendary Creature -- Human Faerie Scout</div> <div>{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."</div> <div>{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    | <div>Kellan, Planar Trailblazer (R)</div> <div>Legendary Creature -- Human Faerie Scout</div> <div>{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."</div> <div>{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Klothys, God of Destiny (1)(R)(G)</div> <div>Legendary Enchantment Creature -- God</div> <div>Indestructible</div> <div>As long as your devotion to red and green is less than seven, Klothys isn't a creature.</div> <div>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.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Klothys, God of Destiny (1)(R)(G)</div> <div>Legendary Enchantment Creature -- God</div> <div>Indestructible</div> <div>As long as your devotion to red and green is less than seven, Klothys isn't a creature.</div> <div>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.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Migloz, Maze Crusher (1)(R)(G)</div> <div>Legendary Creature -- Phyrexian Beast</div> <div>Migloz enters with five oil counters on it.</div> <div>{1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn.</div> <div>{2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn.</div> <div>{3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mox Amber (0)</div> <div>Legendary Artifact</div> <div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div> <div>0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                 |

Playtest cards - takeda, ryotaro - Pioneer (?23????????????V???)

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

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| <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                          | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                          | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                          | <div><div><div><div><div><div></div><div><b>Norin, Swift Survivalist</b></div><div>Ⓜ</div></div></div><div><div>Legendary Creature -- Human Coward</div><div>Norin can't block.<br/>Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/1</div></div></div>                                                                                                                                   |
| <div><div><div><div><div><div></div><div><b>Oath of Nissa</b></div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>You may spend mana as though it were mana of any color to cast planeswalker spells.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Oath of Nissa</b></div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>You may spend mana as though it were mana of any color to cast planeswalker spells.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Oath of Nissa</b></div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>You may spend mana as though it were mana of any color to cast planeswalker spells.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Oath of Nissa</b></div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>You may spend mana as though it were mana of any color to cast planeswalker spells.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Plaza of Heroes</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.</p> <p>{T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 | <div>Plaza of Heroes</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.</p> <p>{T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 | <div>Redshift, Rocketeer Chief <div>R</div><div>G</div></div> <div>Legendary Creature -- Goblin Pilot</div> <div> <p>Vigilance</p> <p>{T}: Add X mana of any one color, where X is Redshift's power. Spend this mana only to activate abilities.</p> <p>Exhaust -- {10}{R}{G}: Put any number of permanent cards from your hand onto the battlefield. (Activate each exhaust ability only once.)</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Redshift, Rocketeer Chief <div>R</div><div>G</div></div> <div>Legendary Creature -- Goblin Pilot</div> <div> <p>Vigilance</p> <p>{T}: Add X mana of any one color, where X is Redshift's power. Spend this mana only to activate abilities.</p> <p>Exhaust -- {10}{R}{G}: Put any number of permanent cards from your hand onto the battlefield. (Activate each exhaust ability only once.)</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Ruby, Daring Tracker <div>R</div><div>G</div></div> <div>Legendary Creature -- Human Scout</div> <div> <p>Haste (This creature can attack and {T} as soon as it comes under your control.)</p> <p>Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.</p> <p>{T}: Add {R} or {G}.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ruby, Daring Tracker <div>R</div><div>G</div></div> <div>Legendary Creature -- Human Scout</div> <div> <p>Haste (This creature can attack and {T} as soon as it comes under your control.)</p> <p>Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.</p> <p>{T}: Add {R} or {G}.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ruby, Daring Tracker <div>R</div><div>G</div></div> <div>Legendary Creature -- Human Scout</div> <div> <p>Haste (This creature can attack and {T} as soon as it comes under your control.)</p> <p>Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.</p> <p>{T}: Add {R} or {G}.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                | <div>Samut, Vizier of Naktamun <div>1</div><div>R</div><div>G</div></div> <div>Legendary Creature -- Human Warrior Cleric</div> <div> <p>First strike, vigilance, haste</p> <p>Whenever a creature you control deals combat damage to a player, if that creature entered this turn, draw a card.</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                 |

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| <div><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>(T): Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>(T): Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>(T): Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>(T): Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |

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| <div> <div>Targ Nar, Demon-Fang Gnoll</div> <div> <div></div> <div></div> </div> </div> <div> <div>Legendary Creature -- Gnoll</div> <div> Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn.<br/> {2}{R}{G}: Double Targ Nar's power and toughness until end of turn. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Targ Nar, Demon-Fang Gnoll</div> <div> <div></div> <div></div> </div> </div> <div> <div>Legendary Creature -- Gnoll</div> <div> Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn.<br/> {2}{R}{G}: Double Targ Nar's power and toughness until end of turn. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div> <div></div> </div> </div> <div> <div>Instant</div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div> <div></div> </div> </div> <div> <div>Instant</div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Chandra's Defeat</div> <div> <div></div> </div> </div> <div> <div>Instant</div> <div> Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                         | <div> <div>Cindervines</div> <div> <div></div> <div></div> </div> </div> <div> <div>Enchantment</div> <div> Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.<br/> {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                         | <div> <div>Fire Magic</div> <div> <div></div> </div> </div> <div> <div>Instant</div> <div> Tiered (Choose one additional cost.)<br/> * Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/> * Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/> * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                 | <div> <div>Ghost Vacuum</div> <div> <div></div> </div> </div> <div> <div>Artifact</div> <div> {T}: Exile target card from a graveyard.<br/> {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           |

Playtest cards - takeda, ryotaro - Pioneer (??23????????????????V????)

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

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| <div>Grafdigger's Cage 1</div> <div>Artifact</div> <div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                    | <div>Ob Nixilis, the Adversary 1BR</div> <div>Legendary Planeswalker -- Nixilis</div> <div>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</div> <div>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</div> <div>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</div> <div>[-7]: Target player draws seven cards and loses 7 life.</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ob Nixilis, the Adversary 1BR</div> <div>Legendary Planeswalker -- Nixilis</div> <div>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</div> <div>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</div> <div>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</div> <div>[-7]: Target player draws seven cards and loses 7 life.</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Pick Your Poison 6</div> <div>Sorcery</div> <div>Choose one --</div> <div>* Each opponent sacrifices an artifact of their choice.</div> <div>* Each opponent sacrifices an enchantment of their choice.</div> <div>* Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                              |
| <div>Pick Your Poison 6</div> <div>Sorcery</div> <div>Choose one --</div> <div>* Each opponent sacrifices an artifact of their choice.</div> <div>* Each opponent sacrifices an enchantment of their choice.</div> <div>* Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Rending Volley 2</div> <div>Instant</div> <div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div>Tamiyo's Safekeeping 6</div> <div>Instant</div> <div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                    | <div>The Dominion Bracelet 2</div> <div>Legendary Artifact -- Equipment</div> <div>Equipped creature gets +1/+1 and has "{15}, Exile The Dominion Bracelet: You control target opponent during their next turn. This ability costs {X} less to activate, where X is this creature's power. Activate only as a sorcery." (You see all cards that player could see and make all decisions for them.)</div> <div>Equip {1}</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - takeda, ryotaro - Pioneer (723????????????????V???)

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