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| <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> Menace<br>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br>{2}: This creature gets +1/+0 until end of turn.<br>Max speed -- This creature has double strike.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              |

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| <div>Emberheart Challenger (1)(R)</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emberheart Challenger (1)(R)</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emberheart Challenger (1)(R)</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emberheart Challenger (1)(R)</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Hired Claw (R)</div> <div>Creature -- Lizard Mercenary</div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                | <div>Hired Claw (R)</div> <div>Creature -- Lizard Mercenary</div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                | <div>Hired Claw (R)</div> <div>Creature -- Lizard Mercenary</div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                | <div>Hired Claw (R)</div> <div>Creature -- Lizard Mercenary</div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                |

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| <div><div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Nova Hellkite</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>When this creature enters, it deals 1 damage to target creature an opponent controls.<br>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Nova Hellkite</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>When this creature enters, it deals 1 damage to target creature an opponent controls.<br>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Nova Hellkite</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>When this creature enters, it deals 1 damage to target creature an opponent controls.<br>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Razorkin Needlehead</b> (R)(R)<br>Creature -- Human Assassin<br>This creature has first strike during your turn.<br>Whenever an opponent draws a card, this creature deals 1 damage to them.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Razorkin Needlehead</b> (R)(R)<br>Creature -- Human Assassin<br>This creature has first strike during your turn.<br>Whenever an opponent draws a card, this creature deals 1 damage to them.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                      | <b>Razorkin Needlehead</b> (R)(R)<br>Creature -- Human Assassin<br>This creature has first strike during your turn.<br>Whenever an opponent draws a card, this creature deals 1 damage to them.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                      | <b>Razorkin Needlehead</b> (R)(R)<br>Creature -- Human Assassin<br>This creature has first strike during your turn.<br>Whenever an opponent draws a card, this creature deals 1 damage to them.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                      | <b>Rockface Village</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R}. Spend this mana only to cast a creature spell.<br>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.          |

Playtest cards - Lzh - Standard (??? ?????? ???)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Rockface Village</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Rockface Village</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Rockface Village</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div>Shock</div><div>Instant</div><div><div>Shock deals 2 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                         |

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| <div><div>Shock</div><div>R</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div>Soulstone Sanctuary</div><div></div><div>Land</div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>Witchstalker Frenzy</div><div>3R</div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.</div><div>Witchstalker Frenzy deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Witchstalker Frenzy</div><div>3R</div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.</div><div>Witchstalker Frenzy deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       |
| <div><div>Fire Magic</div><div>R</div><div>Instant</div><div>Tiered (Choose one additional cost.)</div><div>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</div><div>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</div><div>* 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>Fire Magic</div><div>R</div><div>Instant</div><div>Tiered (Choose one additional cost.)</div><div>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</div><div>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</div><div>* 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>Fire Magic</div><div>R</div><div>Instant</div><div>Tiered (Choose one additional cost.)</div><div>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</div><div>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</div><div>* 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>1</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.</div><div>{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> |

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| <b>Magebane Lizard</b> (1)(R)<br>Creature -- Lizard<br>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.<br>[sideboard]<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Magebane Lizard</b> (1)(R)<br>Creature -- Lizard<br>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.<br>[sideboard]<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Obliterating Bolt</b> (1)(R)<br>Sorcery<br>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Obliterating Bolt</b> (1)(R)<br>Sorcery<br>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              |
| <b>Obliterating Bolt</b> (1)(R)<br>Sorcery<br>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                     | <b>Soul-Guide Lantern</b> (1)<br>Artifact<br>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Sunspine Lynx</b> (2)(R)(R)<br>Creature -- Elemental Cat<br>Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.<br>[sideboard]<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sunspine Lynx</b> (2)(R)(R)<br>Creature -- Elemental Cat<br>Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.<br>[sideboard]<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Lzh - Standard (??? ?????? ???)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Sunspine Lynx</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Elemental Cat         </div> <div>           Players can't gain life.<br/>           Damage can't be prevented.<br/>           When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Vengeful Possession</b> <div> <div>2</div> <div>R</div> </div> </div> <div>           Sorcery         </div> <div>           Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Vengeful Possession</b> <div> <div>2</div> <div>R</div> </div> </div> <div>           Sorcery         </div> <div>           Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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Playtest cards - Lzh - Standard (??? ?????? ???)

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