

Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out (R)(G) Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning-Tree Emissary (R/G)(R/G) Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance 2 R R Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collision 1 R/G Instant Collision deals 6 damage to target creature with flying. Colossus Instant Target creature gets +4/+2 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collision 1 R/G Instant Collision deals 6 damage to target creature with flying. Colossus Instant Target creature gets +4/+2 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Coyote 1R Creature -- Coyote Haste When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Coyote 1R Creature -- Coyote Haste When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Richie, Blue - Unknown format (Season Finale)

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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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Trample
During your turn, you and this creature have hexproof.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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Trample
During your turn, you and this creature have hexproof.

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During your turn, you and this creature have hexproof.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(As this Saga enters and after your draw step, add a lore counter.)
 I -- This Saga deals 1 damage to each opponent and each planeswalker they control.
 II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.
 III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Haste
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Kumano Faces Kakkazan Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. Etching of Kumano Enchantment Creature -- Human Shaman Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kumano Faces Kakkazan Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. Etching of Kumano Enchantment Creature -- Human Shaman Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monstrous Rage Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pelt Collector Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pelt Collector Ⓞ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector Ⓞ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison Ⓞ Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Shot R R Sorcery Scorching Shot deals 5 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voltaic Brawler R G Creature -- Human Warrior When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voltaic Brawler R G Creature -- Human Warrior When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

R G

When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Riot (This creature enters with your choice of a +1/+1 counter or haste.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

[sidebar]

4/3

① ②

Damage can't be prevented this turn.
Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

[+1]: Add $\{R\}\{R\}$.

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[-3]: Chandra deals 4 damage to
target creature.
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[7]: You get an emblem with
"Whenever you cast a spell, this
emblem deals 5 damage to any
target."
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[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.

{1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

Kami's Flare ①② Instant Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.) [sideboard]	Lithomantic Barrage ② Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard]	Lithomantic Barrage ② Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard]	Pick Your Poison ⑥ Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard]
Pick Your Poison ⑥ Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard]	Roiling Vortex ①② Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. [sideboard]	Roiling Vortex ①② Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. [sideboard]	Scorching Shot ②② Sorcery Scorching Shot deals 5 damage to target creature. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Choose one --

- * Destroy target artifact.
- * Change the target of target spell or ability with a single target.
- * One or two target creatures can't block this turn.

[sideboard]

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②

Nonland permanent cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

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