

®

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Draw a card.

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U R

Flying
Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn.

1/3

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① ②

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

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<div><div><div>Callous Sell-Sword</div><div>1B</div></div><div><div>Creature -- Human Soldier</div><div></div></div><div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div></div></div><div><div>2/2</div></div><div><div>----- ADVENTURE -----</div></div><div><div>Burn Together</div><div>R</div></div><div><div>Sorcery -- Adventure</div><div></div></div><div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Drake Hatcher</div><div>1U</div></div><div><div>Creature -- Human Wizard</div><div></div></div><div><div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div></div></div><div><div>Whenever this creature deals combat damage to a player, put that many incubation counters on it.</div><div></div></div><div><div>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div><div></div></div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Drake Hatcher</div><div>1U</div></div><div><div>Creature -- Human Wizard</div><div></div></div><div><div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div></div></div><div><div>Whenever this creature deals combat damage to a player, put that many incubation counters on it.</div><div></div></div><div><div>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div><div></div></div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Elusive Otter</div><div></div></div><div><div>Card</div><div></div></div><div><div></div><div></div></div><div><div>----- OTHER FACE -----</div></div><div><div>Elusive Otter</div><div></div></div><div><div>Card</div><div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div><div>OTHER FACE</div></div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div><div>OTHER FACE</div></div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div><div>OTHER FACE</div></div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div><div>OTHER FACE</div></div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Secret Identity</div><div><div>U</div></div></div><div>Instant</div><div>Choose one -- * Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof. * Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Secret Identity U </div> <div> Instant </div> <div> <p>Choose one --</p> <p>* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.</p> <p>* Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Shore Up U </div> <div> Instant </div> <div> <p>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sleight of Hand U </div> <div> Sorcery </div> <div> <p>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sleight of Hand U </div> <div> Sorcery </div> <div> <p>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>(T): Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>(T): Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Turn Inside Out</div><div>Instant</div><div><p>Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Turn Inside Out</div><div>Instant</div><div><p>Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Playtest cards - DannyStarchild - Izzet Prowess (Standard League) sheet 8/10 - 8 cards - 2.5 x 3.5 in each
CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

<div><div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Karn, Argent Defender</div><div>Legendary Artifact Creature -- Golem</div><div>Artifacts and creatures entering the battlefield don't cause abilities to trigger.</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Karn, Argent Defender</div><div>Legendary Artifact Creature -- Golem</div><div>Artifacts and creatures entering the battlefield don't cause abilities to trigger.</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Octopus Form</div><div>Instant -- Lesson</div><div>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Octopus Form</div><div>Instant -- Lesson</div><div>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Shore Up</div><div>Instant</div><div>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

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