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| <div>Anax, Hardened in the Forge (1)(R)(R)</div> <div>Legendary Enchantment Creature -- Demigod</div> <div>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</div> <div>*/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anax, Hardened in the Forge (1)(R)(R)</div> <div>Legendary Enchantment Creature -- Demigod</div> <div>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</div> <div>*/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anax, Hardened in the Forge (1)(R)(R)</div> <div>Legendary Enchantment Creature -- Demigod</div> <div>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</div> <div>*/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anax, Hardened in the Forge (1)(R)(R)</div> <div>Legendary Enchantment Creature -- Demigod</div> <div>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</div> <div>*/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Bonecrusher Giant (2)(R)</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp (1)(R)</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Bonecrusher Giant (2)(R)</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp (1)(R)</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Bonecrusher Giant (2)(R)</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp (1)(R)</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Bonecrusher Giant (2)(R)</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp (1)(R)</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  |

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| <div> <b>Castle Embereth</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                           | <div> <b>Castle Embereth</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                           | <div> <b>Embercleave</b> <div>4RR</div> </div> <div> Legendary Artifact -- Equipment </div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each attacking creature you control.</p> <p>When Embercleave enters, attach it to target creature you control.</p> <p>Equipped creature gets +1/+1 and has double strike and trample.</p> <p>Equip {3}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Embercleave</b> <div>4RR</div> </div> <div> Legendary Artifact -- Equipment </div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each attacking creature you control.</p> <p>When Embercleave enters, attach it to target creature you control.</p> <p>Equipped creature gets +1/+1 and has double strike and trample.</p> <p>Equip {3}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Embercleave</b> <div>4RR</div> </div> <div> Legendary Artifact -- Equipment </div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each attacking creature you control.</p> <p>When Embercleave enters, attach it to target creature you control.</p> <p>Equipped creature gets +1/+1 and has double strike and trample.</p> <p>Equip {3}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Embercleave</b> <div>4RR</div> </div> <div> Legendary Artifact -- Equipment </div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each attacking creature you control.</p> <p>When Embercleave enters, attach it to target creature you control.</p> <p>Equipped creature gets +1/+1 and has double strike and trample.</p> <p>Equip {3}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Faceless Haven</b> </div> <div> Snow Land </div> <div> <p>{T}: Add {C}.</p> <p>{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.</p> <p>It's still a land. ({S} can be paid with one mana from a snow source.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                     | <div> <b>Faceless Haven</b> </div> <div> Snow Land </div> <div> <p>{T}: Add {C}.</p> <p>{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.</p> <p>It's still a land. ({S} can be paid with one mana from a snow source.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                     |

Playtest cards - FloodEveryTime - Standard (Standard League)

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 2/10 - 8 cards - 2.5 x 3.5 in each

## Snow Land

{T}: Add {C}.  
{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.  
It's still a land. ({S} can be paid with one mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow Land

{T}: Add {C}.  
{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.  
It's still a land. ({S} can be paid with one mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Human Knight

First strike, haste  
Whenever this creature attacks,  
another target attacking Knight you  
control gets +1/+0 until end of  
turn.  
Equip abilities you activate that  
target this creature cost {3} less  
to activate.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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1/1

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turn.  
Equip abilities you activate that  
target this creature cost {3} less  
to activate.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Goblin Warrior

As long as this creature is equipped, it has haste. When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Goblin Warrior

As long as this creature is equipped, it has haste. When this creature dies, it deals damage equal to its power to any target.

1/1

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| <b>Fireblade Charger</b> <span>(R)</span><br>Creature -- Goblin Warrior<br>As long as this creature is equipped, it has haste.<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fireblade Charger</b> <span>(R)</span><br>Creature -- Goblin Warrior<br>As long as this creature is equipped, it has haste.<br>When this creature dies, it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Frost Bite</b> <span>(R)</span><br>Snow Instant<br>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                         | <b>Frost Bite</b> <span>(R)</span><br>Snow Instant<br>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                     |
| <b>Frost Bite</b> <span>(R)</span><br>Snow Instant<br>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                | <b>Frost Bite</b> <span>(R)</span><br>Snow Instant<br>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                | <b>Phoenix of Ash</b> <span>(1)(R)(R)</span><br>Creature -- Phoenix<br>Flying, haste<br>{2}{R}: This creature gets +2/+0 until end of turn.<br>Escape--{2}{R}{R}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br>This creature escapes with a +1/+1 counter on it.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rimrock Knight</b> <span>(1)(R)</span><br>Creature -- Dwarf Knight<br>This creature can't block.<br><div>3/1</div> ----- ADVENTURE -----<br><b>Boulder Rush</b> <span>(R)</span><br>Instant -- Adventure<br>Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

**Playtest cards - FloodEveryTime - Standard (Standard League)**

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

**Playtest cards - FloodEveryTime - Standard (Standard League)** sheet 5/10 - 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>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Snow-Covered Mountain

Basic Snow Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Torbran, Thane of Red Fell (1)(R)(R)(R)

Legendary Creature -- Dwarf Noble

If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Torbran, Thane of Red Fell (1)(R)(R)(R)

Legendary Creature -- Dwarf Noble

If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Torbran, Thane of Red Fell (1)(R)(R)(R)

Legendary Creature -- Dwarf Noble

If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0x of Agonas (3)(R)(R)

Creature -- 0x

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

[sidebar]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0x of Agonas (3)(R)(R)

Creature -- 0x

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

[sidebar]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phoenix of Ash (1)(R)(R)

Creature -- Phoenix

Flying, haste  
{2}{R}: This creature gets +2/+0  
until end of turn.  
Escape-- {2}{R}{R}, Exile three other  
cards from your graveyard. (You may  
cast this card from your graveyard  
for its escape cost.)  
This creature escapes with a +1/+1  
counter on it.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phoenix of Ash (1)(R)(R)

Creature -- Phoenix

Flying, haste  
{2}{R}: This creature gets +2/+0 until end of turn.  
Escape--~~{2}{R}{R}~~, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)  
This creature escapes with a +1/+1 counter on it.

[sideboard]

2/2

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Redcap Melee</div><div><div>R</div></div></div> <div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div>Redcap Melee</div><div><div>R</div></div></div> <div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div>Roiling Vortex</div><div><div>1</div><div>R</div></div></div> <div><div>Enchantment</div><div>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.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Roiling Vortex</div><div><div>1</div><div>R</div></div></div> <div><div>Enchantment</div><div>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.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Scorching Dragonfire</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Scorching Dragonfire</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Shredded Sails</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                             | <div><div>Soul Sear</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                  |

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| <div> <div>Soul Sear</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Akroan War</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Gain control of target creature for as long as this Saga remains on the battlefield.</p> <p>II -- Until your next turn, creatures your opponents control attack each combat if able.</p> <p>III -- Each tapped creature deals damage to itself equal to its power.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Akroan War</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Gain control of target creature for as long as this Saga remains on the battlefield.</p> <p>II -- Until your next turn, creatures your opponents control attack each combat if able.</p> <p>III -- Each tapped creature deals damage to itself equal to its power.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - FloodEveryTime - Standard (Standard League)

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