Anax, Hardened in the Forge {1}{R}{R}

Legendary Enchantment Creature -- Demigod

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.

*/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PewPewPiePie - Standard (Standard League) 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.

Castle Embereth

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Embereth

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embercleave {4}{R}{R}

Legendary Artifact -- Equipment

Flash
This spell costs {1} less to cast for each attacking creature you control.
When Embercleave enters, attach it to target creature you control.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embercleave {4}{R}{R}

Legendary Artifact -- Equipment

Flash
This spell costs {1} less to cast for each attacking creature you control.
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Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faceless Haven

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fervent Champion (R)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fireblade Charger (R)

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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Fireblade Charger (R)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PewPewPiePie - Standard (Standard League) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Fireblade Charger {R}

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As long as this creature is equipped, it has haste.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frost Bite {R}

Snow Instant

Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.

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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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rimrock Knight {1}{R}

Creature -- Dwarf Knight

This creature can't block.

3/1

- - - ADVENTURE - - -

Boulder Rush {R}

Instant -- Adventure

Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PewPewPiePie - Standard (Standard League) sheet 4/10 - 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.

Rimrock Knight (1)(R)

Creature -- Dwarf Knight

This creature can't block.

3/1

- - - ADVENTURE - - -

Boulder Rush (R)

Instant -- Adventure

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- - - ADVENTURE - - -

Boulder Rush (R)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Robber of the Rich (1)(R)

Creature -- Human Archer Rogue

Reach, haste
Whenever this creature attacks, if defending player has more cards in hand than you, exile the top card of their library. During any turn you attacked with a Rogue, you may cast that card and you may spend mana as though it were mana of any color to cast that spell.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PewPewPiePie - Standard (Standard League) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PewPewPiePie - Standard (Standard League) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Basic Snow Land -- Mountain

({T}: 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

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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

Ox of Agonas {3}{R}{R}

Creature -- Ox

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.

[sideboard]

4/2

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This creature escapes with a +1/+1 counter on it.

[sideboard]

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.

[sideboard]

2/2

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This creature escapes with a +1/+1 counter on it.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PewPewPiePie - Standard (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.

Redcap Melee {R}

Instant

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redcap Melee {R}

Instant

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roiling Vortex {1}{R}

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]

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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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Dragonfire {1}{R}

Instant

Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Dragonfire {1}{R}

Instant

Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredded Sails {1}{R}

Instant

Choose one --
* Destroy target artifact.
* Shredded Sails deals 4 damage to target creature with flying.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Sear {2}{R}

Instant

Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Akroan War {3}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Gain control of target creature for as long as this Saga remains on the battlefield.
II -- Until your next turn, creatures your opponents control attack each combat if able.
III -- Each tapped creature deals damage to itself equal to its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
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II -- Until your next turn, creatures your opponents control attack each combat if able.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PewPewPiePie - Standard (Standard League) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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