

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	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	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	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
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	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

Playtest cards - rastaf - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.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 PLAYbotbox.dev	Embercleave4RR 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 PLAYbotbox.dev	Embercleave4RR 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 PLAYbotbox.dev
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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.)

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®

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

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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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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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① R R

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

① ② R

This creature can't block.

3/1

- - - 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

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 Knight1R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder RushR 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 PLAYbotbox.dev	Rimrock Knight1R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder RushR 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 PLAYbotbox.dev	Rimrock Knight1R Creature -- Dwarf Knight This creature can't block. 3/1 ----- ADVENTURE ----- Boulder RushR 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 PLAYbotbox.dev	Robber of the Rich1R 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - rastaf - Standard (Standard League)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Snow-Covered Mountain

Basic Snow Land -- Mountain

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

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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.

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Embereth Paladin (3)(R)

Creature -- Human Knight

Haste
Adamant -- If at least three red mana was spent to cast this spell, this creature enters with a +1/+1 counter on it.

[sidebar]

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]

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[sidebar]

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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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① R

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

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③ ④

(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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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