

Arch of Orazca Land Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {T}: Add {C}. {5}, {T}: Draw a card. Activate only if you have the city's blessing. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banefire (X)(R) Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banefire (X)(R) Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banefire (X)(R) Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RRR

First strike
When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.

3/3

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RRR

First strike
When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

{1}, Sacrifice this creature: Choose one --

- * This creature deals 2 damage to target creature.
- * Destroy target colorless nonland permanent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

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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

Lava Coil 1 R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Warboss 2 R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rekindling Phoenix2RR Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rekindling Phoenix2RR Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rekindling Phoenix2RR Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rekindling Phoenix2RR Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shivan Fire Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Fire Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Siege-Gang Commander Creature -- Goblin When this creature enters, create three 1/1 red Goblin creature tokens. {1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege-Gang Commander Creature -- Goblin When this creature enters, create three 1/1 red Goblin creature tokens. {1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege-Gang Commander Creature -- Goblin When this creature enters, create three 1/1 red Goblin creature tokens. {1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege-Gang Commander Creature -- Goblin When this creature enters, create three 1/1 red Goblin creature tokens. {1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treasure Map② Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") ----- BACK FACE ----- Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Map② Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") ----- BACK FACE ----- Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Map② Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") ----- BACK FACE ----- Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Map② Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") ----- BACK FACE ----- Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arch of Orazca Land Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {T}: Add {C}. {5}, {T}: Draw a card. Activate only if you have the city's blessing. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	BanefireⓧⓇ Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade②Ⓡ Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade②Ⓡ Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fight with Fire (2)(R) Sorcery Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.) Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fight with Fire (2)(R) Sorcery Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.) Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fight with Fire (2)(R) Sorcery Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.) Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Scion of Urza (4) Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Karn, Scion of Urza (4) Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Fire (R) Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass (2) Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass (2) Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Star of Extinction 5 R R Sorcery Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Star of Extinction 5 R R Sorcery Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Star of Extinction 5 R R Sorcery Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - shoya2011 - Standard (Standard League)

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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.

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