

Bonecrusher Giant2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brazen Borrower1UU Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 -----ADVENTURE----- Petty Theft1U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Borrower1UU Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 -----ADVENTURE----- Petty Theft1U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Vantress Land This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Vantress Land This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cavalier of Flame (2)(R)(R)(R) Creature -- Elemental Knight {1}{R}: Creatures you control get +1/+0 and gain haste until end of turn. When this creature enters, discard any number of cards, then draw that many cards. When this creature dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavalier of Flame (2)(R)(R)(R) Creature -- Elemental Knight {1}{R}: Creatures you control get +1/+0 and gain haste until end of turn. When this creature enters, discard any number of cards, then draw that many cards. When this creature dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavalier of Flame (2)(R)(R)(R) Creature -- Elemental Knight {1}{R}: Creatures you control get +1/+0 and gain haste until end of turn. When this creature enters, discard any number of cards, then draw that many cards. When this creature dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavalier of Flame (2)(R)(R)(R) Creature -- Elemental Knight {1}{R}: Creatures you control get +1/+0 and gain haste until end of turn. When this creature enters, discard any number of cards, then draw that many cards. When this creature dies, it deals X damage to each opponent and each planeswalker they control, where X is the number of land cards in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deafening Clarion (1)(R)(W) Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Clarion (1)(R)(W) Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Clarion (1)(R)(W) Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Clarion (1)(R)(W) Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth Conquers Death 3WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target permanent an opponent controls with mana value 3 or greater. II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn. III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth Conquers Death 3WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target permanent an opponent controls with mana value 3 or greater. II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn. III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention 3R Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention 3R Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fires of Invention 3R Enchantment You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - willjetz1323 - Standard (Standard Challenge)

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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.

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

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset of the Ancient Way 1URW Legendary Planeswalker -- Narset [+1]: You gain 2 life. Add {U}, {R}, or {W}. Spend this mana only to cast a noncreature spell. [-2]: Draw a card, then you may discard a card. When you discard a nonland card this way, Narset deals damage equal to that card's mana value to target creature or planeswalker. [-6]: You get an emblem with "Whenever you cast a noncreature spell, this emblem deals 2 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset of the Ancient Way 1URW Legendary Planeswalker -- Narset [+1]: You gain 2 life. Add {U}, {R}, or {W}. Spend this mana only to cast a noncreature spell. [-2]: Draw a card, then you may discard a card. When you discard a nonland card this way, Narset deals damage equal to that card's mana value to target creature or planeswalker. [-6]: You get an emblem with "Whenever you cast a noncreature spell, this emblem deals 2 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shatter the Sky 2WW Sorcery Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphinx of Foresight 2UU Creature -- Sphinx You may reveal this card from your opening hand. If you do, scry 3 at the beginning of your first upkeep. Flying At the beginning of your upkeep, scry 1. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
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Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Exile target permanent an opponent controls with mana value 3 or greater.

II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.

III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Flame Sweep deals 2 damage to each creature except for creatures you control with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Dinosaur Hippo

Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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. [sideboard] 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2 B B Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2 B B Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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