

① R

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

①②R

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 R R

Flying, trampoline

When Atsushi dies, choose one --

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 R R

Flying, trample

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① R

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Haste

2/2

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① R

Haste

2/2

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① R

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feldon, Ronom Excavator ①Ⓜ

Legendary Creature -- Human Artificer

Haste
Feldon can't block.
Whenever Feldon is dealt damage,
exile that many cards from the top
of your library. Choose one of them.
Until the end of your next turn, you
may play that card.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaya, Fiery Negotiator (2)(R)(R)

Legendary Planeswalker -- Jaya

```
[+1]: Create a 1/1 red Monk creature
token with prowess.
[-1]: Exile the top two cards of
your library. Choose one of them.
You may play that card this turn.
[-2]: Choose target creature an
opponent controls. Whenever you
attack this turn, Jaya deals damage
equal to the number of attacking
creatures to that creature.
[-8]: You get an emblem with
"Whenever you cast a red instant or
sorcery spell, copy it twice. You
may choose new targets for the
copies."
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Jaya, Fiery Negotiator (2)(R)(R)

Legendary Planeswalker -- Java

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[+1]: Create a 1/1 red Monk creature
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L 4

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your library. Choose one of them.
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L 4

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Jaya, Fiery Negotiator (2)(R)(R)

Legendary Planeswalker -- Java

[+1]: Create a 1/1 red Monk creature token with prowess.

[-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.

[-2]: Choose target creature an opponent controls. Whenever you attack this turn, Jaya deals damage equal to the number of attacking creatures to that creature.

[-8]: You get an emblem with "Whenever you cast a red instant or sorcery spell, copy it twice. You may choose new targets for the copies."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kumano Faces Kakkazan ^(R)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
 I -- This Saga deals 1 damage to each opponent and each planeswalker they control.
 II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.
 III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Etching of Kumano

Enchantment Creature -- Human Shaman

Haste
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - NickNorman - 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

Playtest cards - NickNorman - Standard (Standard League) sheet 3/10 - 8 cards - 2.5 x 3.5 in each
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Mishra's Foundry

Land

```
{T}: Add {C}.
{2}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{1}, {T}: Target attacking
Assembly-Worker gets +2/+2 until end
of turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear [®]

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Monk

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Prowess (Whenever you cast a
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Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - NickNorman - Standard (Standard League) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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	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
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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	Play with Fire Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with Fire Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Reckless Impulse 1 R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Impulse 1 R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Flame 2 R Instant Rending Flame deals 5 damage to target creature or planeswalker. If that permanent is a Spirit, Rending Flame also deals 2 damage to that permanent's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brotherhood's End 1 R R Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End 1 R R Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Dressed to Kill 1 R R Legendary Planeswalker -- Chandra [+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker. [+1]: Exile the top card of your library. If it's red, you may cast it this turn. [-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell." [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Dressed to Kill 1 R R Legendary Planeswalker -- Chandra [+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker. [+1]: Exile the top card of your library. If it's red, you may cast it this turn. [-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell." [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

®

Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Obliterating Bolt deals 4 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

②

This Vehicle enters with three charge counters on it.

{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."

Crew 3

[sidebar]

4/4

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②

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{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."

Crew 3

[sidebar]

4/4

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Crew 3

```
[sidebar]
```

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Rending Flame deals 5 damage to target creature or planeswalker. If that permanent is a Spirit, Rending Flame also deals 2 damage to that permanent's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rending Flame2R Instant Rending Flame deals 5 damage to target creature or planeswalker. If that permanent is a Spirit, Rending Flame also deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Elder Dragon War2RR Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- This Saga deals 2 damage to each creature and each opponent. II -- Discard any number of cards, then draw that many cards. III -- Create a 4/4 red Dragon creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Elder Dragon War2RR Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- This Saga deals 2 damage to each creature and each opponent. II -- Discard any number of cards, then draw that many cards. III -- Create a 4/4 red Dragon creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

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