

<div> <div>Blackcleave Cliffs</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Blackcleave Cliffs</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Blackcleave Cliffs</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Blackcleave Cliffs</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> <div>Cacophony Scamp</div> <div>(R)</div> </div> <div>Creature -- Phyrexian Goblin Warrior</div> <div> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Cacophony Scamp</div> <div>(R)</div> </div> <div>Creature -- Phyrexian Goblin Warrior</div> <div> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Cacophony Scamp</div> <div>(R)</div> </div> <div>Creature -- Phyrexian Goblin Warrior</div> <div> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Cacophony Scamp</div> <div>(R)</div> </div> <div>Creature -- Phyrexian Goblin Warrior</div> <div> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div><div>Callous Sell-Sword</div><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Callous Sell-Sword</div><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Callous Sell-Sword</div><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Callous Sell-Sword</div><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Felonious Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Felonious Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Felonious Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Felonious Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Geothermal Bog</div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.) This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Geothermal Bog</div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.) This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Geothermal Bog</div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.) This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Geothermal Bog</div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.) This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> <div>Mirran Banesplitter</div> <div>Artifact -- Equipment</div> <div>Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Mirran Banesplitter</div> <div>Artifact -- Equipment</div> <div>Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Mirran Banesplitter</div> <div>Artifact -- Equipment</div> <div>Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Mirran Banesplitter</div> <div>Artifact -- Equipment</div> <div>Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

Playtest cards - lovetapsmtg - Standard (Standard Challenge 32)

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

<div><div>Monstrous Rage</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Monstrous Rage</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Monstrous Rage</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Monstrous Rage</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div>Phoenix Chick (R)</div> <div>Creature -- Phoenix</div> <div>Flying, haste This creature can't block. Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Phoenix Chick (R)</div> <div>Creature -- Phoenix</div> <div>Flying, haste This creature can't block. Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Phoenix Chick (R)</div> <div>Creature -- Phoenix</div> <div>Flying, haste This creature can't block. Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Picnic Ruiner (1)(R)</div> <div>Creature -- Goblin Rogue</div> <div>Whenever this creature attacks while you control a creature with power 4 or greater, this creature gains double strike until end of turn.</div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div>Stolen Goodies (3)(G)</div> <div>Sorcery -- Adventure</div> <div>Distribute three +1/+1 counters among any number of target creatures you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Reckless Stormseeker (2)(R)</div> <div>Creature -- Human Werewolf</div> <div>At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div> <div>2/3</div> <div>----- BACK FACE -----</div> <div>Storm-Charged Slasher</div> <div>Creature -- Werewolf</div> <div>At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Squee, Dubious Monarch (2)(R)</div> <div>Legendary Creature -- Goblin Noble</div> <div>Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Squee, Dubious Monarch (2)(R)</div> <div>Legendary Creature -- Goblin Noble</div> <div>Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Squee, Dubious Monarch (2)(R)</div> <div>Legendary Creature -- Goblin Noble</div> <div>Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<p>Abrade (1)(R)</p> <p>Instant</p> <p>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Abrade (1)(R)</p> <p>Instant</p> <p>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Abrade (1)(R)</p> <p>Instant</p> <p>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Abrade (1)(R)</p> <p>Instant</p> <p>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div> Deadly Cover-Up <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Hidetsugu Consumes All <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>[sideboard]</div> </div> <div> <div>----- BACK FACE -----</div> <div> Vessel of the All-Consuming <div>Enchantment Creature -- Ogre Shaman</div> <div> <p>Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</p> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>	<div> <div> Hidetsugu Consumes All <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>[sideboard]</div> </div> <div> <div>----- BACK FACE -----</div> <div> Vessel of the All-Consuming <div>Enchantment Creature -- Ogre Shaman</div> <div> <p>Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</p> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>	<div> <div> Hidetsugu Consumes All <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>[sideboard]</div> </div> <div> <div>----- BACK FACE -----</div> <div> Vessel of the All-Consuming <div>Enchantment Creature -- Ogre Shaman</div> <div> <p>Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</p> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>
<div> <div> Koth, Fire of Resistance <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Koth</div> <div> <p>[+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target."</p> <div>[sideboard]</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Koth, Fire of Resistance <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Koth</div> <div> <p>[+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target."</p> <div>[sideboard]</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Ob Nixilis, the Adversary <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Nixilis</div> <div> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life.</p> <div>[sideboard]</div> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Ob Nixilis, the Adversary <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Nixilis</div> <div> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life.</p> <div>[sideboard]</div> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

Playtest cards - lovetapsmtg - Standard (Standard Challenge 32)

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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> Ob Nixilis, the Adversary 1 B R </div> <div> Legendary Planeswalker -- Nixilis </div> <div> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> <div> L 3 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Soul-Guide Lantern 1 </div> <div> Artifact </div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Soul-Guide Lantern 1 </div> <div> Artifact </div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	