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| <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       |
| <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Den of the Bugbear</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Den of the Bugbear</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</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.)<br/>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- - BACK FACE - - -</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste<br/>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.)<br/>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- - BACK FACE - - -</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste<br/>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> |

**Playtest cards - Stanley2099 - Pioneer (Pioneer League)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>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 PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>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 PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>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 PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>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 PLAYbotbox.dev</div>                                                                     |
| <div>Monstrous Rage</div> <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>Monstrous Rage</div> <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>Monstrous Rage</div> <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>Monstrous Rage</div> <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> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Needleverge Pathway</div><div>Card</div><div>-----OTHER FACE-----</div><div>Needleverge Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Play with Fire</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Play with Fire</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Play with Fire</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Play with Fire</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ramunap Ruins</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |

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| <div><div>Ramunap Ruins</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each<br/>opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |
| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Searing Blood</div><div>Instant</div><div>Searing Blood deals 2 damage to<br/>target creature. When that creature<br/>dies this turn, Searing Blood deals<br/>3 damage to the creature's<br/>controller.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Searing Blood</div><div>Instant</div><div>Searing Blood deals 2 damage to<br/>target creature. When that creature<br/>dies this turn, Searing Blood deals<br/>3 damage to the creature's<br/>controller.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Searing Blood</div><div>Instant</div><div>Searing Blood deals 2 damage to<br/>target creature. When that creature<br/>dies this turn, Searing Blood deals<br/>3 damage to the creature's<br/>controller.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Searing Blood</div> <div> <div></div> <div></div> </div> </div> <div>Instant</div> <div> <p>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                | <div> <div>Slickshot Show-Off</div> <div> <div></div> <div></div> </div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Slickshot Show-Off</div> <div> <div></div> <div></div> </div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Slickshot Show-Off</div> <div> <div></div> <div></div> </div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Slickshot Show-Off</div> <div> <div></div> <div></div> </div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Sokenzan, Crucible of Defiance</div> <div></div> </div> <div>Legendary Land</div> <div> <p>{T}: Add {R}.<br/>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.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                   | <div> <div>Soul-Scar Mage</div> <div></div> </div> <div>Creature -- Human Wizard</div> <div> <p>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                           | <div> <div>Soul-Scar Mage</div> <div></div> </div> <div>Creature -- Human Wizard</div> <div> <p>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                           |

Playtest cards - Stanley2099 - Pioneer (Pioneer League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Soul-Scar Mage</b> <span>(R)</span><br>Creature -- Human Wizard<br><hr/> Prowess<br>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                     | <b>Soul-Scar Mage</b> <span>(R)</span><br>Creature -- Human Wizard<br><hr/> Prowess<br>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                     | <b>Wild Slash</b> <span>(R)</span><br>Instant<br><hr/> Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     | <b>Wild Slash</b> <span>(R)</span><br>Instant<br><hr/> Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     |
| <b>Case of the Crimson Pulse</b> <span>(2)(R)</span><br>Enchantment -- Case<br><hr/> When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.<br>[sideboard]           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Case of the Crimson Pulse</b> <span>(2)(R)</span><br>Enchantment -- Case<br><hr/> When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.<br>[sideboard]           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Deflecting Palm</b> <span>(R)(W)</span><br>Instant<br><hr/> The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.<br>[sideboard]           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Deflecting Palm</b> <span>(R)(W)</span><br>Instant<br><hr/> The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.<br>[sideboard]           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - Stanley2099 - Pioneer (Pioneer League)

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

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| <b>End the Festivities</b> (R)<br>Sorcery<br>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.<br><br>[sideboard]                                                                                                         | <b>End the Festivities</b> (R)<br>Sorcery<br>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.<br><br>[sideboard]                                                                                                         | <b>Get Lost</b> (1)(W)<br>Instant<br>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)<br><br>[sideboard] | <b>Get Lost</b> (1)(W)<br>Instant<br>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)<br><br>[sideboard] |
| <b>Kari Zev's Expertise</b> (1)(R)(R)<br>Sorcery<br>Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.<br><br>[sideboard] | <b>Kari Zev's Expertise</b> (1)(R)(R)<br>Sorcery<br>Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.<br><br>[sideboard] | <b>Lightning Helix</b> (R)(W)<br>Instant<br>Lightning Helix deals 3 damage to any target and you gain 3 life.<br><br>[sideboard]                                                                                                                                                   | <b>Lightning Helix</b> (R)(W)<br>Instant<br>Lightning Helix deals 3 damage to any target and you gain 3 life.<br><br>[sideboard]                                                                                                                                                   |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                 |

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

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| <div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div>Menace</div> <div>           Players can't gain life.<br/>           Whenever another creature enters,<br/>           this creature deals 1 damage to that<br/>           creature's controller.         </div> <div>[sideboard]</div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div>Menace</div> <div>           Players can't gain life.<br/>           Whenever another creature enters,<br/>           this creature deals 1 damage to that<br/>           creature's controller.         </div> <div>[sideboard]</div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>Roiling Vortex</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div>           At the beginning of each player's<br/>           upkeep, this enchantment deals 1<br/>           damage to them.<br/>           Whenever a player casts a spell, if<br/>           no mana was spent to cast that<br/>           spell, this enchantment deals 5<br/>           damage to that player.<br/>           {R}: Your opponents can't gain life<br/>           this turn.         </div> <div>[sideboard]</div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |
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