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| <b>Bonecrusher Giant</b> (2)(R)<br><hr/> Creature -- Giant<br><hr/> Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.<br><br><div>4/3</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Stomp</b> (1)(R)<br><hr/> Instant -- Adventure<br><hr/> Damage can't be prevented this turn. Stomp deals 2 damage to any target.<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Bonecrusher Giant</b> (2)(R)<br><hr/> Creature -- Giant<br><hr/> Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.<br><br><div>4/3</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Stomp</b> (1)(R)<br><hr/> Instant -- Adventure<br><hr/> Damage can't be prevented this turn. Stomp deals 2 damage to any target.<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Bonecrusher Giant</b> (2)(R)<br><hr/> Creature -- Giant<br><hr/> Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.<br><br><div>4/3</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Stomp</b> (1)(R)<br><hr/> Instant -- Adventure<br><hr/> Damage can't be prevented this turn. Stomp deals 2 damage to any target.<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Bonecrusher Giant</b> (2)(R)<br><hr/> Creature -- Giant<br><hr/> Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.<br><br><div>4/3</div> <hr/> - - - ADVENTURE - - -<br><hr/> <b>Stomp</b> (1)(R)<br><hr/> Instant -- Adventure<br><hr/> Damage can't be prevented this turn. Stomp deals 2 damage to any target.<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Brushfire Elemental</b> (R)(G)<br><hr/> Creature -- Elemental<br><hr/> Haste<br>This creature can't be blocked by creatures with power 2 or less.<br>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.<br><br><div>1/1</div> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                          | <b>Brushfire Elemental</b> (R)(G)<br><hr/> Creature -- Elemental<br><hr/> Haste<br>This creature can't be blocked by creatures with power 2 or less.<br>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.<br><br><div>1/1</div> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                          | <b>Brushfire Elemental</b> (R)(G)<br><hr/> Creature -- Elemental<br><hr/> Haste<br>This creature can't be blocked by creatures with power 2 or less.<br>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.<br><br><div>1/1</div> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                          | <b>Brushfire Elemental</b> (R)(G)<br><hr/> Creature -- Elemental<br><hr/> Haste<br>This creature can't be blocked by creatures with power 2 or less.<br>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.<br><br><div>1/1</div> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                          |

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| <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |
| <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Edgewall Innkeeper</div><div>⑥</div><div>Creature -- Human Peasant</div><div>Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Embercleave</div><div><div>4</div><div>R</div><div>R</div></div></div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Embercleave</div><div><div>4</div><div>R</div><div>R</div></div></div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Embercleave</div><div><div>4</div><div>R</div><div>R</div></div></div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Embereth Shieldbreaker</div><div><div>1</div><div>R</div></div></div> <div>Creature -- Human Knight</div> <div><div>2/1</div></div> <div>----- ADVENTURE -----</div> <div><div>Battle Display</div><div>R</div></div> <div>Sorcery -- Adventure</div> <div>Destroy target artifact. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                      | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                      | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                      | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         |

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| <div><div><div>Fire Prophecy</div><div>Instant</div><div>Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.</div></div><div><div>1</div><div>R</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fire Prophecy</div><div>Instant</div><div>Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.</div></div><div><div>1</div><div>R</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                             | <div>Kazandu Mammoth1GG</div> <div>Creature -- Elephant</div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> <div>3/3</div> <div>BACK FACE</div> <div>Kazandu Valley</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         |
| <div>Kazandu Mammoth1GG</div> <div>Creature -- Elephant</div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> <div>3/3</div> <div>BACK FACE</div> <div>Kazandu Valley</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kazandu Mammoth1GG</div> <div>Creature -- Elephant</div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> <div>3/3</div> <div>BACK FACE</div> <div>Kazandu Valley</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kazandu Mammoth1GG</div> <div>Creature -- Elephant</div> <div>Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.</div> <div>3/3</div> <div>BACK FACE</div> <div>Kazandu Valley</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lovestruck Beast2G</div> <div>Creature -- Beast Noble</div> <div>This creature can't attack unless you control a 1/1 creature.</div> <div>5/5</div> <div>ADVENTURE</div> <div>Heart's DesireG</div> <div>Sorcery -- Adventure</div> <div>Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**Playtest cards - Venom1 - Standard (Standard Challenge)** sheet 6/10 - 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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| <p><b>Questing Beast</b> (2)(G)(G)</p> <p>Legendary Creature -- Beast</p> <p>Vigilance, deathtouch, haste<br/>Questing Beast can't be blocked by creatures with power 2 or less.<br/>Combat damage that would be dealt by creatures you control can't be prevented.<br/>Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                        | <p><b>Questing Beast</b> (2)(G)(G)</p> <p>Legendary Creature -- Beast</p> <p>Vigilance, deathtouch, haste<br/>Questing Beast can't be blocked by creatures with power 2 or less.<br/>Combat damage that would be dealt by creatures you control can't be prevented.<br/>Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                        | <p><b>Scavenging Ooze</b> (1)(G)</p> <p>Creature -- Ooze</p> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                     | <p><b>Scavenging Ooze</b> (1)(G)</p> <p>Creature -- Ooze</p> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                     |
| <p><b>Shatterskull Smashing</b> (X)(R)(R)</p> <p>Sorcery</p> <p>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</p> <p>----- BACK FACE -----</p> <p><b>Shatterskull, the Hammer Pass</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shatterskull Smashing</b> (X)(R)(R)</p> <p>Sorcery</p> <p>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</p> <p>----- BACK FACE -----</p> <p><b>Shatterskull, the Hammer Pass</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shatterskull Smashing</b> (X)(R)(R)</p> <p>Sorcery</p> <p>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</p> <p>----- BACK FACE -----</p> <p><b>Shatterskull, the Hammer Pass</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shatterskull Smashing</b> (X)(R)(R)</p> <p>Sorcery</p> <p>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</p> <p>----- BACK FACE -----</p> <p><b>Shatterskull, the Hammer Pass</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Venom1 - Standard (Standard Challenge)

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

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| <div> <div>The Akroan War</div> <div> <div>3</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. Sacrifice after III.)</p> <p>I -- Gain control of target creature for as long as this Saga remains on the battlefield.</p> <p>II -- Until your next turn, creatures your opponents control attack each combat if able.</p> <p>III -- Each tapped creature deals damage to itself equal to its power.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>  | <div> <div>The Great Henge</div> <div> <div>7</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.</p> <p>{T}: Add {G}{G}. You gain 2 life.</p> <p>Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Great Henge</div> <div> <div>7</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.</p> <p>{T}: Add {G}{G}. You gain 2 life.</p> <p>Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Great Henge</div> <div> <div>7</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.</p> <p>{T}: Add {G}{G}. You gain 2 life.</p> <p>Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                   |
| <div> <div>Chainweb Aracnir</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Spider</div> <div> <p>Reach</p> <p>When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls.</p> <p>Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>This creature escapes with three +1/+1 counters on it.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>1/2</div> </div> | <div> <div>Fire Prophecy</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                        | <div> <div>Fire Prophecy</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                        | <div> <div>Ox of Agonas</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Ox</div> <div> <p>When this creature enters, discard your hand, then draw three cards.</p> <p>Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>This creature escapes with a +1/+1 counter on it.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>4/2</div> </div> |

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| <p><b>Ox of Agonas</b> (3)(R)(R)</p> <p>Creature -- Ox</p> <p>When this creature enters, discard your hand, then draw three cards. Escape--(R){R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</p> <p>[sideboard]</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Phoenix of Ash</b> (1)(R)(R)</p> <p>Creature -- Phoenix</p> <p>Flying, haste<br/>{2}{R}: This creature gets +2/+0 until end of turn.<br/>Escape--{2}{R}{R}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Phoenix of Ash</b> (1)(R)(R)</p> <p>Creature -- Phoenix</p> <p>Flying, haste<br/>{2}{R}: This creature gets +2/+0 until end of turn.<br/>Escape--{2}{R}{R}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Soul Sear</b> (2)(R)</p> <p>Instant</p> <p>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                       |
| <p><b>Soul Sear</b> (2)(R)</p> <p>Instant</p> <p>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                           | <p><b>The Akroan War</b> (3)(R)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Gain control of target creature for as long as this Saga remains on the battlefield.<br/>II -- Until your next turn, creatures your opponents control attack each combat if able.<br/>III -- Each tapped creature deals damage to itself equal to its power.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Akroan War</b> (3)(R)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Gain control of target creature for as long as this Saga remains on the battlefield.<br/>II -- Until your next turn, creatures your opponents control attack each combat if able.<br/>III -- Each tapped creature deals damage to itself equal to its power.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Vivien, Monsters' Advocate</b> (3)(G)(G)</p> <p>Legendary Planeswalker -- Vivien</p> <p>You may look at the top card of your library any time.<br/>You may cast creature spells from the top of your library.<br/>[+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it.<br/>[-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

# Playtest cards - Venom1 - Standard (Standard Challenge)

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> Vivien, Monsters' Advocate 3GG </div> <div> Legendary Planeswalker -- Vivien </div> </div> <div> <p>You may look at the top card of your library any time.</p> <p>You may cast creature spells from the top of your library.</p> <p>[+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it.</p> <p>[-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Wilt 1G </div> <div> Instant </div> </div> <div> <p>Destroy target artifact or enchantment.</p> <p>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Wilt 1G </div> <div> Instant </div> </div> <div> <p>Destroy target artifact or enchantment.</p> <p>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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