

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

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

Embercleave (4)(R)(R) Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3}	Embercleave (4)(R)(R) Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3}	Embercleave (4)(R)(R) Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3}	Embereth Shieldbreaker (1)(R) Creature -- Human Knight 2/1 - - - ADVENTURE - - - Battle Display (R) Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.)
Embereth Shieldbreaker (1)(R) Creature -- Human Knight 2/1 - - - ADVENTURE - - - Battle Display (R) Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.)	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.
PLAYTEST CARD - NOT FOR TOURNAMENT 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

Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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2GG

Vigilance, deathtouch, haste
 Questing Beast can't be blocked by
 creatures with power 2 or less.
 Combat damage that would be dealt by
 creatures you control can't be
 prevented.
 Whenever Questing Beast deals combat
 damage to an opponent, it deals that
 much damage to target planeswalker
 that player controls.

4/4

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① ⑥

{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧ Ⓜ Ⓜ

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.

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(R)(R)

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- - - BACK FACE - - -

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- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7GG

This spell costs {X} less to cast, where X is the greatest power among creatures you control.

{T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

7 G G

This spell costs {X} less to cast, where X is the greatest power among creatures you control.

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Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This spell costs {X} less to cast, where X is the greatest power among creatures you control.

{T}: Add {G}{G}. You gain 2 life.

Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

You may look at the top card of your library any time.

You may cast creature spells from the top of your library.

[+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.

[-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.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

You may look at the top card of your library any time.

You may cast creature spells from the top of your library.

[+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.

[-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.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

[sidebar]

2/1

®

Destroy target artifact. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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.

[sideboard]

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2GG

[+1]: Up to one target creature gets +3/+3 and gains trample until end of turn.

[-2]: Create a 3/3 green Beast creature token. Then if an opponent controls more creatures than you, put a loyalty counter on Garruk.

[-7]: You get an emblem with "At the beginning of your end step, you may search your library for a creature card, put it onto the battlefield, then shuffle."

[sideboard]

L 4

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ox of Agonas (3)(R)(R) Creature -- Ox 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. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ox of Agonas (3)(R)(R) Creature -- Ox 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. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ox of Agonas (3)(R)(R) Creature -- Ox 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. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phoenix of Ash (1)(R)(R) Creature -- Phoenix Flying, haste {2}{R}: This creature gets +2/+0 until end of turn. 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phoenix of Ash (1)(R)(R) Creature -- Phoenix Flying, haste {2}{R}: This creature gets +2/+0 until end of turn. 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War (3)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - rastaf - Standard (Standard Challenge)

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

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each