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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> <b>Embercleave</b> <span>4</span><span>R</span><span>R</span> </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 PLAY           botbox.dev         </div> | <div> <b>Embercleave</b> <span>4</span><span>R</span><span>R</span> </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 PLAY           botbox.dev         </div> | <div> <b>Embercleave</b> <span>4</span><span>R</span><span>R</span> </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 PLAY           botbox.dev         </div> | <div> <b>Embercleave</b> <span>4</span><span>R</span><span>R</span> </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 PLAY           botbox.dev         </div> |
| <div> <b>Embereth Shieldbreaker</b> <span>1</span><span>R</span> </div> <div>           Creature -- Human Knight         </div> <div> <div>2/1</div> <div>           - - - ADVENTURE - - -         </div> <div> <b>Battle Display</b> <span>R</span> </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 PLAY           botbox.dev         </div> </div>                 | <div> <b>Embereth Shieldbreaker</b> <span>1</span><span>R</span> </div> <div>           Creature -- Human Knight         </div> <div> <div>2/1</div> <div>           - - - ADVENTURE - - -         </div> <div> <b>Battle Display</b> <span>R</span> </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 PLAY           botbox.dev         </div> </div>                 | <div> <b>Embereth Shieldbreaker</b> <span>1</span><span>R</span> </div> <div>           Creature -- Human Knight         </div> <div> <div>2/1</div> <div>           - - - ADVENTURE - - -         </div> <div> <b>Battle Display</b> <span>R</span> </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 PLAY           botbox.dev         </div> </div>                 | <div> <b>Fabled Passage</b> </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 PLAY           botbox.dev         </div>                                                                                                                                                                              |

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| <div><div>Fabled Passage</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><div>Fabled Passage</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><div>Fabled Passage</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><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</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 - komattaman - 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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Vigilance, deathtouch, haste  
 Questing Beast can't be blocked by  
 creatures with power 2 or less.  
 Combat damage that would be dealt by  
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 damage to an opponent, it deals that  
 much damage to target planeswalker  
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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 Questing Beast can't be blocked by  
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 Combat damage that would be dealt by  
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 prevented.  
 Whenever Questing Beast deals combat  
 damage to an opponent, it deals that  
 much damage to target planeswalker  
 that player controls.

4/4

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

① ② G

{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

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

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

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

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> <b>Shatterskull Smashing</b> <span>(X)(R)(R)</span> </div> <div>Sorcery</div> <div> <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> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <b>Shatterskull, the Hammer Pass</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The Akroan War</b> <span>(3)(R)</span> </div> <div>Enchantment -- Saga</div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The Great Henge</b> <span>(7)(G)(G)</span> </div> <div>Legendary Artifact</div> <div> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.<br/> {T}: Add {G}{G}. You gain 2 life.<br/> Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                            | <div> <b>The Great Henge</b> <span>(7)(G)(G)</span> </div> <div>Legendary Artifact</div> <div> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.<br/> {T}: Add {G}{G}. You gain 2 life.<br/> Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                  |
| <div> <b>Fire Prophecy</b> <span>(1)(R)</span> </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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                      | <div> <b>Fire Prophecy</b> <span>(1)(R)</span> </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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                               | <div> <b>Garruk, Unleashed</b> <span>(2)(G)(G)</span> </div> <div>Legendary Planeswalker -- Garruk</div> <div> <p>[+1]: Up to one target creature gets +3/+3 and gains trample until end of turn.<br/> [-2]: Create a 3/3 green Beast creature token. Then if an opponent controls more creatures than you, put a loyalty counter on Garruk.<br/> [-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."</p> </div> <div>[sideboard]</div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ox of Agonas</b> <span>(3)(R)(R)</span> </div> <div>Creature -- Ox</div> <div> <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.)<br/> This creature escapes with a +1/+1 counter on it.</p> </div> <div>[sideboard]</div> <div> <div>4/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - komattaman - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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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 - komattaman - 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>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.</div><div>[sideboard]</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wilt 1G</div><div>Instant</div><div>Destroy target artifact or enchantment.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wilt 1G</div><div>Instant</div><div>Destroy target artifact or enchantment.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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