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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>                                                                                                          |

Playtest cards - hcook725 - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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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>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>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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                         | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                         | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>Goldspan Dragon3RR</div> <div>Creature -- Dragon</div> <div>Flying, haste<br/>Whenever this creature attacks or becomes the target of a spell, create a Treasure token.<br/>Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  |
| <div>Goldspan Dragon3RR</div> <div>Creature -- Dragon</div> <div>Flying, haste<br/>Whenever this creature attacks or becomes the target of a spell, create a Treasure token.<br/>Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."</div> <div>4/4</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> |

**Playtest cards - hcook725 - 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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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                   | <div>Questing Beast2GG</div> <div>Legendary Creature -- Beast</div> <div>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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Questing Beast2GG</div> <div>Legendary Creature -- Beast</div> <div>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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>Questing Beast2GG</div> <div>Legendary Creature -- Beast</div> <div>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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                |
| <div>Scavenging Ooze1G</div> <div>Creature -- Ooze</div> <div>{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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scavenging Ooze1G</div> <div>Creature -- Ooze</div> <div>{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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                            | <div>Shatterskull SmashingXR</div> <div>Sorcery</div> <div>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.</div> <div>----- BACK FACE -----</div> <div>Shatterskull, the Hammer Pass</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shatterskull SmashingXR</div> <div>Sorcery</div> <div>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.</div> <div>----- BACK FACE -----</div> <div>Shatterskull, the Hammer Pass</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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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> <div>BACK FACE</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>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> <div>BACK FACE</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>Snakeskin Veil</b> <span>(G)</span> </div> <div>Instant</div> <div> <p>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                       | <div> <b>Wilt</b> <span>(1)(G)</span> </div> <div>Instant</div> <div> <p>Destroy target artifact or enchantment.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> </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>                                                                                                                                                        | <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>                                                                                                                                                        | <div> <b>Phoenix of Ash</b> <span>(1)(R)(R)</span> </div> <div>Creature -- Phoenix</div> <div> <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.)<br/>This creature escapes with a +1/+1 counter on it.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Phoenix of Ash</b> <span>(1)(R)(R)</span> </div> <div>Creature -- Phoenix</div> <div> <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.)<br/>This creature escapes with a +1/+1 counter on it.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - hcook725 - Standard (Standard Challenge)

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

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| <div><div><div>Roiling Vortex</div><div>①R</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br/>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br/>{R}: Your opponents can't gain life this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Roiling Vortex</div><div>①R</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br/>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br/>{R}: Your opponents can't gain life this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Roiling Vortex</div><div>①R</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br/>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br/>{R}: Your opponents can't gain life this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shadowspear</div><div>①</div></div><div>Legendary Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and lifelink.<br/>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.<br/>Equip {2}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                |
| <div><div><div>Shadowspear</div><div>①</div></div><div>Legendary Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and lifelink.<br/>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.<br/>Equip {2}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Soul Sear</div><div>②R</div></div><div>Instant</div><div>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><div>Soul Sear</div><div>②R</div></div><div>Instant</div><div>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><div>The Akroan War</div><div>③R</div></div><div>Enchantment -- Saga</div><div>(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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> The Akroan War <div> 3 R </div> </div> <div> Enchantment -- Saga </div> <div> (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.<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> The Akroan War <div> 3 R </div> </div> <div> Enchantment -- Saga </div> <div> (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.<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Wilt <div> 1 G </div> </div> <div> Instant </div> <div> Destroy target artifact or enchantment.<br/> Cycling {2} ({2}, Discard this card: Draw a card.)<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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Playtest cards - hcook725 - 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 10/10 - 3 cards - 2.5 x 3.5 in each