

Kumano Faces Kakkazan

R

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- This Saga deals 1 damage to each opponent and each planeswalker they control.
II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

----- BACK FACE -----

Etching of Kumano

Enchantment Creature -- Human Shaman

Haste
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Lightning Strike

1R

Instant

Lightning Strike deals 3 damage to any target.

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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$$(\{T\} : \text{Add } \{R\}.)$$

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Flying, haste
This creature can't block.
Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Play with Fire Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1	Play with Fire Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1	Rabbit Battery Artifact Creature -- Equipment Rabbit Haste Equipped creature gets +1/+1 and has haste. Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 1/1	Rabbit Battery Artifact Creature -- Equipment Rabbit Haste Equipped creature gets +1/+1 and has haste. Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 1/1
Rabbit Battery Artifact Creature -- Equipment Rabbit Haste Equipped creature gets +1/+1 and has haste. Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 1/1	Rabbit Battery Artifact Creature -- Equipment Rabbit Haste Equipped creature gets +1/+1 and has haste. Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 1/1	Reckless Stormseeker Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 --- BACK FACE --- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4	Reckless Stormseeker Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 --- BACK FACE --- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4

Reckless Stormseeker (2)(R) Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 --- BACK FACE --- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Stormseeker (2)(R) Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 --- BACK FACE --- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reinforced Ronin (R) Artifact Creature -- Human Samurai Haste At the beginning of your end step, return this creature to its owner's hand. Channel -- {1}{R}, Discard this card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reinforced Ronin (R) Artifact Creature -- Human Samurai Haste At the beginning of your end step, return this creature to its owner's hand. Channel -- {1}{R}, Discard this card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - dvenom8 - Standard (Standard League)

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

Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cemetery Gatekeeper (1)(R) Creature -- Vampire First strike When this creature enters, exile a card from a graveyard. Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cemetery Gatekeeper (1)(R) Creature -- Vampire First strike When this creature enters, exile a card from a graveyard. Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

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①

Whenever this creature attacks, target creature defending player controls with power less than this creature's power can't block this turn.

Domain -- {5}{R}: This creature gets +2/+2 until end of turn. This ability costs {1} less to activate for each basic land type among lands you control. Activate only once each turn.

3/1

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②

This Vehicle enters with three charge counters on it.
{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."
Crew 3

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 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.

Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strangle R Sorcery Strangle deals 3 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strangle R Sorcery Strangle deals 3 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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