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| <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Fable of the Mirror-Breaker</b> ②Ⓜ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     | <b>Fable of the Mirror-Breaker</b> ②Ⓜ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     | <b>Fable of the Mirror-Breaker</b> ②Ⓜ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     | <b>Fable of the Mirror-Breaker</b> ②Ⓜ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     |
| <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                    | <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                    | <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                    | <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                    |

Playtest cards - aw189 - 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 1/10 - 8 cards - 2.5 x 3.5 in each

**Playtest cards - aw189 - Standard (Standard League)** sheet 2/10 - 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><div>Mishra's Foundry</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Foundry</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><div><div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div></div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><div><div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div></div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Phoenix Chick</div><div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste<br/>This creature can't block.<br/>Whenever you attack with three or more creatures, you may pay {R}{R}.<br/>If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Phoenix Chick</div><div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste<br/>This creature can't block.<br/>Whenever you attack with three or more creatures, you may pay {R}{R}.<br/>If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Phoenix Chick</div><div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste<br/>This creature can't block.<br/>Whenever you attack with three or more creatures, you may pay {R}{R}.<br/>If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Phoenix Chick</div><div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste<br/>This creature can't block.<br/>Whenever you attack with three or more creatures, you may pay {R}{R}.<br/>If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Play with Fire</div><div><div>R</div></div></div> <div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div>Play with Fire</div><div><div>R</div></div></div> <div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div>Play with Fire</div><div><div>R</div></div></div> <div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div>Play with Fire</div><div><div>R</div></div></div> <div><div>Instant</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            |

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| <div><div><div><div><div><div></div><div><b>Rabbit Battery</b></div><div><div><div></div><div>R</div></div></div></div><div>Artifact Creature -- Equipment Rabbit</div><div>Haste<br/>Equipped creature gets +1/+1 and has haste.<br/>Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature.<br/>Reconfigure only as a sorcery. While attached, this isn't a creature.)</div><div><div>1/1</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Rabbit Battery</b></div><div><div><div></div><div>R</div></div></div></div><div>Artifact Creature -- Equipment Rabbit</div><div>Haste<br/>Equipped creature gets +1/+1 and has haste.<br/>Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature.<br/>Reconfigure only as a sorcery. While attached, this isn't a creature.)</div><div><div>1/1</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Rabbit Battery</b></div><div><div><div></div><div>R</div></div></div></div><div>Artifact Creature -- Equipment Rabbit</div><div>Haste<br/>Equipped creature gets +1/+1 and has haste.<br/>Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature.<br/>Reconfigure only as a sorcery. While attached, this isn't a creature.)</div><div><div>1/1</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Reckless Impulse</b></div><div><div><div></div><div>1</div><div>R</div></div></div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                            |
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②R

Rending Flame deals 5 damage to target creature or planeswalker. If that permanent is a Spirit, Rending Flame also deals 2 damage to that permanent's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Legendary Land

{T}: Add {R}.  
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②③

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 bothox.dev

②R

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 bothox.dev

① R

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

①②

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① R R

## Legendary Planeswalker -- Chandra

[+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.

[+1]: Exile the top card of your library. If it's red, you may cast it this turn.

[-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell."

[sidebar]

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① R R

Legendary Planeswalker -- Chandra

[+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.

[+1]: Exile the top card of your library. If it's red, you may cast it this turn.

[-7]: Exile the top five cards of your library. You may cast red spells from among them this turn.

You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell."

[sideboard]

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

sheet 8/10 - 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> <b>Chandra, Dressed to Kill</b> <span>1</span><span>R</span><span>R</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div> <p>[+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.</p> <p>[+1]: Exile the top card of your library. If it's red, you may cast it this turn.</p> <p>[-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell."</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                            | <div> <b>End the Festivities</b> <span>R</span> </div> <div>           Sorcery         </div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                  | <div> <b>End the Festivities</b> <span>R</span> </div> <div>           Sorcery         </div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                  | <div> <b>Jaya, Fiery Negotiator</b> <span>2</span><span>R</span><span>R</span> </div> <div>           Legendary Planeswalker -- Jaya         </div> <div> <p>[+1]: Create a 1/1 red Monk creature token with prowess.</p> <p>[-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.</p> <p>[-2]: Choose target creature an opponent controls. Whenever you attack this turn, Jaya deals damage equal to the number of attacking creatures to that creature.</p> <p>[-8]: You get an emblem with "Whenever you cast a red instant or sorcery spell, copy it twice. You may choose new targets for the copies."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Jaya, Fiery Negotiator</b> <span>2</span><span>R</span><span>R</span> </div> <div>           Legendary Planeswalker -- Jaya         </div> <div> <p>[+1]: Create a 1/1 red Monk creature token with prowess.</p> <p>[-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.</p> <p>[-2]: Choose target creature an opponent controls. Whenever you attack this turn, Jaya deals damage equal to the number of attacking creatures to that creature.</p> <p>[-8]: You get an emblem with "Whenever you cast a red instant or sorcery spell, copy it twice. You may choose new targets for the copies."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Mishra's Research Desk</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p> <p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Mishra's Research Desk</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p> <p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Obliterating Bolt</b> <span>1</span><span>R</span> </div> <div>           Sorcery         </div> <div> <p>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                |

**Playtest cards - aw189 - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Obliterating Bolt</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rending Flame</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Instant</div> <div>Rending Flame deals 5 damage to target creature or planeswalker. If that permanent is a Spirit, Rending Flame also deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rending Flame</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Instant</div> <div>Rending Flame deals 5 damage to target creature or planeswalker. If that permanent is a Spirit, Rending Flame also deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - aw189 - 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 10/10 - 3 cards - 2.5 x 3.5 in each