

① R

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

①②

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 R R

Flying, trampoline

When Atsushi dies, choose one --

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 R R

Flying, trample

When Atsushi dies, choose one --

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

① R

Haste

Feldon can't block.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Haste

Feldon can't block.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Haste

Feldon can't block.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

```
[+1]: Create a 1/1 red Monk creature
token with prowess.
```

[-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.

[-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.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaya, Fiery Negotiator (2)(R)(R) Legendary Planeswalker -- Jaya [+1]: Create a 1/1 red Monk creature token with prowess. [-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn. [-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. [-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." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaya, Fiery Negotiator (2)(R)(R) Legendary Planeswalker -- Jaya [+1]: Create a 1/1 red Monk creature token with prowess. [-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn. [-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. [-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." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaya, Fiery Negotiator (2)(R)(R) Legendary Planeswalker -- Jaya [+1]: Create a 1/1 red Monk creature token with prowess. [-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn. [-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. [-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." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev
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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev	Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - gardy10 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2

Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 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	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	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	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	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	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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.

① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 botbox.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 botbox.dev

① R

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

[+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 botbox.dev

①RRR

[+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 botbox.dev

®

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 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.

Flame-Blessed Bolt Ⓡ Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obliterating Bolt 1Ⓡ Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obliterating Bolt 1Ⓡ Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obliterating Bolt 1Ⓡ Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rending Flame 2Ⓡ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Flame 2Ⓡ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Flame 2Ⓡ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Elder Dragon War 2ⓇⓇ Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- This Saga deals 2 damage to each creature and each opponent. II -- Discard any number of cards, then draw that many cards. III -- Create a 4/4 red Dragon creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Elder Dragon War (2)(R)(R)

Enchantment -- Saga

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- This Saga deals 2 damage to each creature and each opponent.
II -- Discard any number of cards, then draw that many cards.
III -- Create a 4/4 red Dragon creature token with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Raiju (2)(R)(R)

Creature -- Spirit

Haste
Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Raiju (2)(R)(R)

Creature -- Spirit

Haste
Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - gardy10 - 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