

① R

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

①②

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①②

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①R

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① R

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

①②

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①R

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①R

Haste

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.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

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Enchantment Creature -- Human Shaman

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

2/2

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Lightning Strike

1R

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.
```

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## Mishra's Foundry

Land

```
{T}: Add {C}.
{2}: This land becomes a 2/2
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## 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.

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Monastery Swiftspear <sup>®</sup>

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - jordpx - 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 3/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                  |                                                                                                                                                                  |                                                                                                                                                                  |                                                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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>Shivan Devastator</div> <div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Dragon Hydra</div> <div> <div>Flying, haste</div> <div>This creature enters with X +1/+1 counters on it.</div> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                             | <div> <div>Sokenzan, Crucible of Defiance</div> <div> <div></div> <div></div> </div> </div> <div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {R}.</div> <div>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.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                  | <div> <div>Sokenzan, Crucible of Defiance</div> <div> <div></div> <div></div> </div> </div> <div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {R}.</div> <div>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.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                  | <div> <div>Squee, Dubious Monarch</div> <div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div> <div> <div> <div>Legendary Creature -- Goblin Noble</div> <div> <div>Haste</div> <div>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.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> |
| <div> <div>Squee, Dubious Monarch</div> <div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div> <div> <div> <div>Legendary Creature -- Goblin Noble</div> <div> <div>Haste</div> <div>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.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Squee, Dubious Monarch</div> <div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div> <div> <div> <div>Legendary Creature -- Goblin Noble</div> <div> <div>Haste</div> <div>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.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Squee, Dubious Monarch</div> <div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div> <div> <div> <div>Legendary Creature -- Goblin Noble</div> <div> <div>Haste</div> <div>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.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Strangle</div> <div> <div></div> <div></div> </div> </div> <div> <div> <div>Sorcery</div> <div>Strangle deals 3 damage to target creature or planeswalker.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                    |

®

Strangle deals 3 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

**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.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

**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.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

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.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

① R R

Choose one --

- \* Brotherhood's End deals 3 damage to each creature and each planeswalker.
- \* Destroy all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Choose one --

- \* Brotherhood's End deals 3 damage to each creature and each planeswalker.
- \* Destroy all artifacts with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Choose one --

- \* Brotherhood's End deals 3 damage to each creature and each planeswalker.
- \* Destroy all artifacts with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)  
Players can't gain life.

```
[sideboard]
```

4/3

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| <div> <b>Giant Cindermaw</b> <span>2R</span> </div> <div>           Creature -- Dinosaur Beast         </div> <div>           Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/>           Players can't gain life.         </div> <div>           [sideboard]         </div> <div> <div>4/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Jaya, Fiery Negotiator</b> <span>2RR</span> </div> <div>           Legendary Planeswalker -- Jaya         </div> <div>           [+1]: Create a 1/1 red Monk creature token with prowess.<br/>           [-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.<br/>           [-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.<br/>           [-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."         </div> <div>           [sideboard]         </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Jaya, Fiery Negotiator</b> <span>2RR</span> </div> <div>           Legendary Planeswalker -- Jaya         </div> <div>           [+1]: Create a 1/1 red Monk creature token with prowess.<br/>           [-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.<br/>           [-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.<br/>           [-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."         </div> <div>           [sideboard]         </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Obliterating Bolt</b> <span>1R</span> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                  |
| <div> <b>Obliterating Bolt</b> <span>1R</span> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                             | <div> <b>Obliterating Bolt</b> <span>1R</span> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Obliterating Bolt</b> <span>1R</span> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Rending Flame</b> <span>2R</span> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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