

Anax, Hardened in the Forge 1RR Legendary Enchantment Creature -- Demigod Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead. * / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bedlam Reveler 6RR Creature -- Devil Horror This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, discard your hand, then draw three cards. 3 / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Crescendo 1R Instant Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bomat Courier 1 Artifact Creature -- Construct Haste Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.) {R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands. 1 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breath of Darigaaz 1R Sorcery Kicker {2} (You may pay an additional {2} as you cast this spell.) Breath of Darigaaz deals 1 damage to each creature without flying and each player. If this spell was kicked, it deals 4 damage to each creature without flying and each player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brute Force R Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cacophony Scamp R Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. 1 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land - - Desert

This land enters tapped.
{T}: Add {R}.
Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.)

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Artifact -- Equipment

Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +1/+1 and has "Whenever this creature attacks, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equip {2}

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Land

This land enters tapped.
When this land enters, sacrifice it
unless you return an untapped
Mountain you control to its owner's
hand.
{T}: Add {C}{R}.

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② R

Instant

You may sacrifice a Mountain rather than pay this spell's mana cost. Target creature gets +X/+0 until end of turn, where X is the number of Mountains you control.

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Instant

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

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① R

Creature -- Dwarf Wizard

Ward--Pay 2 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2 life.)

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/3

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Land -- Mountain

({T}: Add {R}.)
 This land enters tapped unless you
 control three or more other
 Mountains.
 When this land enters untapped,
 create a 1/1 red Dwarf creature
 token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Wall

Defender
Whenever you cast an instant or sorcery spell, this creature deals 1 damage to each opponent.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Velocity (R) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has haste. Escape--{1}{R}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Synthesizer (R) Artifact When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exuberant Fuseling (R) Creature -- Phyrexian Goblin Warrior Trample This creature gets +1/+0 for each oil counter on it. When this creature enters and whenever another creature or artifact you control is put into a graveyard from the battlefield, put an oil counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatic of Mogis (3)(R) Creature -- Minotaur Shaman When this creature enters, it deals damage to each opponent equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Festival Crasher (1)(R) Creature -- Devil Whenever you cast an instant or sorcery spell, this creature gets +2/+0 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireblade Charger (R) Creature -- Goblin Warrior As long as this creature is equipped, it has haste. When this creature dies, it deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireblast (4)(R)(R) Instant You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebrand Archer (1)(R) Creature -- Human Archer Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This artifact enters tapped.
 $\{T\}$: Add $\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Flame Rift deals 4 damage to each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {R}.
Cycling {R} ({R}, Discard this card:
Draw a card.)

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Forked Bolt deals 2 damage divided as you choose among one or two targets.

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As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)

1/2

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① R

When this creature enters, it deals 1 damage to each opponent.

Delirium -- At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, this creature deals 1 damage to that player.

2/1

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②③

Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.

2/2

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Enchant creature
When this Aura enters, target
creature can't block this turn.
Enchanted creature gets +1/+1 and
has haste.

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① ② R

Whenever you cast an instant or sorcery spell, this creature gets +3/+0 until end of turn.

1/2

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(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 - - -

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

2/2

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Lava Spike deals 3 damage to target player or planeswalker.

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
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

Magma Jet deals 2 damage to any target. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.
{T}: Add {R}.
{4}{R}, {T}, Sacrifice this land:
Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirran Banesplitter Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Research Desk Artifact {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. 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.) 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	Monstrous Rage Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) 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

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Play with Fire R 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 PLAY botbox.dev	Reckless Charge R Sorcery Target creature gets +3/+0 and gains haste until end of turn. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Impulse 1 R Sorcery 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	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
Rift Bolt 2 R Sorcery Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searing Blood R R Instant Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shard Volley R Instant As an additional cost to cast this spell, sacrifice a land. Shard Volley deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skewer the Critics 2 R Sorcery Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Skewer the Critics deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullcrack 1 R Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Smithereens 1 R Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smoldering Crater Land This land enters tapped. {T}: Add {R}. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spikefield Hazard R Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfuric Vortex 1 R R Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunfire Torch R Artifact -- Equipment Equipped creature gets +1/+0 and has "Whenever this creature attacks, you may sacrifice Sunfire Torch. When you do, this creature deals 2 damage to any target." Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Autonomous Furnace Land -- Sphere This land enters tapped. {T}: Add {R}. {1}{R}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - EternalGuardian - Duel Commander (Duel Commander 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 11/13 - 8 cards - 2.5 x 3.5 in each

Thermo-Alchemist 1 R Creature -- Human Shaman Defender {T}: This creature deals 1 damage to each opponent. Whenever you cast an instant or sorcery spell, untap this creature. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thrill of Possibility 1 R Instant As an additional cost to cast this spell, discard a card. Draw two cards. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderous Wrath 4 R R Instant Thunderous Wrath deals 5 damage to any target. Miracle {R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Turn Inside Out R Instant Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voldaren Epicure R Creature -- Vampire When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Mark 1 R Sorcery You may discard a card. If you do, draw two cards. Create a Wicked Role token attached to up to one target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn's Resolve 1R Sorcery 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	Young Pyromancer 1R Creature -- Human Shaman Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go-Shintai of Ancient Wars 2R Legendary Enchantment Creature -- Shrine First strike At the beginning of your end step, you may pay {1}. When you do, Go-Shintai of Ancient Wars deals X damage to target player or planeswalker, where X is the number of Shrines you control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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