

Boltwave

Sorcery

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Boros Charm

Instant

Choose one --  
\* Boros Charm deals 4 damage to target player or planeswalker.  
\* Permanents you control gain indestructible until end of turn.  
\* Target creature gains double strike until end of turn.

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®

Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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This land enters tapped unless you control a Plains or an Island.  
{T}: Add {R}.  
{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.

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®

Haste (This creature can attack and {T} as soon as it comes under your control.)  
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

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®

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1/1

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| <b>Fanatical Firebrand</b> <span>(R)</span><br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                  | <b>Fanatical Firebrand</b> <span>(R)</span><br>Creature -- Goblin Pirate<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>{T}, Sacrifice this creature: It deals 1 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                  | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
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| <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Plasma Bolt</div><div>R</div></div> <div>Sorcery</div> <div>Plasma Bolt deals 2 damage to any target.<br/>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plasma Bolt</div><div>R</div></div> <div>Sorcery</div> <div>Plasma Bolt deals 2 damage to any target.<br/>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plasma Bolt</div><div>R</div></div> <div>Sorcery</div> <div>Plasma Bolt deals 2 damage to any target.<br/>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plasma Bolt</div><div>R</div></div> <div>Sorcery</div> <div>Plasma Bolt deals 2 damage to any target.<br/>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Sacred Foundry</div></div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div><div>Sacred Foundry</div></div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div><div>Sacred Foundry</div></div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div><div>Sacred Foundry</div></div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      |

②R

Haste  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

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② R

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Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

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② ② R

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3/3

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Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

**3/3**

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Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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## Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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Land

{T}: Add {W}.  
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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## Land

```
{T}: Add {W}.
{T}: Add {R}. Activate only if you
control a Mountain or a Plains.
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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

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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①②

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1/4

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2 R R

Players can't gain life.  
Damage can't be prevented.  
When this creature enters, it deals  
damage to each player equal to the  
number of nonbasic lands that player  
controls.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Damage can't be prevented.  
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damage to each player equal to the  
number of nonbasic lands that player  
controls.

5/4

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| <div> <div> <b>Sunspine Lynx</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Elemental Cat         </div> <div>           Players can't gain life.<br/>           Damage can't be prevented.<br/>           When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Twinmaw Stormbrood</b> <div> <div>5</div> <div>W</div> </div> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <div> <b>Charring Bite</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Twinmaw Stormbrood</b> <div> <div>5</div> <div>W</div> </div> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <div> <b>Charring Bite</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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# Playtest cards - Misconduct - 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