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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>R</div><div>R</div></div> <div><div>Razorkin Needlehead</div><div>Creature -- Human Assassin</div><div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>R</div><div>R</div></div> <div><div>Razorkin Needlehead</div><div>Creature -- Human Assassin</div><div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>R</div><div>R</div></div> <div><div>Razorkin Needlehead</div><div>Creature -- Human Assassin</div><div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>R</div><div>R</div></div> <div><div>Razorkin Needlehead</div><div>Creature -- Human Assassin</div><div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Scalding Viper</div><div>Card</div><div><div>OTHER FACE</div><div>Scalding Viper</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     | <div><div>Scalding Viper</div><div>Card</div><div><div>OTHER FACE</div><div>Scalding Viper</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     | <div><div>Scalding Viper</div><div>Card</div><div><div>OTHER FACE</div><div>Scalding Viper</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     | <div><div>Scalding Viper</div><div>Card</div><div><div>OTHER FACE</div><div>Scalding Viper</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     |

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| <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   |

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| <b>Tersa Lightshatter</b> (2)(R)<br>Legendary Creature -- Orc Wizard<br>Haste<br>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tersa Lightshatter</b> (2)(R)<br>Legendary Creature -- Orc Wizard<br>Haste<br>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Witchstalker Frenzy</b> (3)(R)<br>Instant<br>This spell costs {1} less to cast for each creature that attacked this turn.<br>Witchstalker Frenzy deals 5 damage to target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                        | <b>Witchstalker Frenzy</b> (3)(R)<br>Instant<br>This spell costs {1} less to cast for each creature that attacked this turn.<br>Witchstalker Frenzy deals 5 damage to target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev               |
| <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                  | <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                  | <b>Chandra, Spark Hunter</b> (3)(R)<br>Legendary Planeswalker -- Chandra<br>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.<br>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Cut Propulsion</b> (2)(R)<br>Instant<br>Target creature deals damage to itself equal to its power. If that creature has flying, it deals twice that much damage to itself instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - AndreaPaglialunga - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Fire Magic</b> <span>(R)</span><br>Instant<br>Tiered (Choose one additional cost.)<br>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br><br>[sideboard] | <b>Fire Magic</b> <span>(R)</span><br>Instant<br>Tiered (Choose one additional cost.)<br>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br><br>[sideboard] | <b>Magebane Lizard</b> <span>(1)(R)</span><br>Creature -- Lizard<br>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.<br><br>[sideboard]                          | <b>Magebane Lizard</b> <span>(1)(R)</span><br>Creature -- Lizard<br>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.<br><br>[sideboard]                          |
| <b>Magebane Lizard</b> <span>(1)(R)</span><br>Creature -- Lizard<br>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.<br><br>[sideboard]                                                            | <b>Sunspine Lynx</b> <span>(2)(R)(R)</span><br>Creature -- Elemental Cat<br>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.<br><br>[sideboard]                                   | <b>Sunspine Lynx</b> <span>(2)(R)(R)</span><br>Creature -- Elemental Cat<br>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.<br><br>[sideboard] | <b>Sunspine Lynx</b> <span>(2)(R)(R)</span><br>Creature -- Elemental Cat<br>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.<br><br>[sideboard] |

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| <div> <div>Sunspine Lynx2RR</div> <div>Creature -- Elemental Cat</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Vengeful Possession2R</div> <div>Sorcery</div> <div> <p>Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Witchstalker Frenzy3R</div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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