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| <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           |

## 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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## Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Eidolon of the Great Revel (R)(R)



Enchantment Creature -- Spirit

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

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## Eidolon of the Great Revel (R) (R)



Enchantment Creature -- Spirit

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

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Playtest cards - Vasques, Rodrigo - Pioneer (Jaffer's Pioneer Masters Mosh Pit)

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

|                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
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| <div><div>Eidolon of the Great Revel (R)(R)</div><div>Enchantment Creature -- Spirit</div><div>Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eidolon of the Great Revel (R)(R)</div><div>Enchantment Creature -- Spirit</div><div>Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.</div><div>2/2</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>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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
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| <div> <div>Light Up the Stage</div> <div> <div>Sorcery</div> <div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/> Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> </div> </div> <div> <div>2R</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div>Light Up the Stage</div> <div> <div>Sorcery</div> <div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/> Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> </div> </div> <div> <div>2R</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div><div>Monastery Swiftspear</div><div><div>R</div></div></div><div><div>Creature -- Human Monk</div><div></div></div><div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div>Monastery Swiftspear</div><div><div>R</div></div></div><div><div>Creature -- Human Monk</div><div></div></div><div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div>Monstrous Rage</div><div><div>R</div></div></div><div><div>Instant</div><div></div></div><div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Monstrous Rage</div><div><div>R</div></div></div><div><div>Instant</div><div></div></div><div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <div><div><div>Needleverge Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>----- BACK FACE -----</div><div><div>Pillarverge Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Needleverge Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>----- BACK FACE -----</div><div><div>Pillarverge Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ramunap Ruins</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each<br/>opponent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ramunap Ruins</div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each<br/>opponent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   | <div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   |

## 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.

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**Slickshot Show-Off** (1)(R)

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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## Slickshot Show-Off (1) (R)

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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## Sokenzan, Crucible of Defiance

## 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.

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| <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div><div>Prowess</div><div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div></div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                        | <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div><div>Prowess</div><div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div></div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                         | <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div><div>Prowess</div><div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div></div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                         | <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div><div>Prowess</div><div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div></div></div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                      |
| <div><div><div>Deflecting Palm</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div><div>The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Gods Willing</div><div><div>W</div></div></div><div><div>Instant</div><div><div>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)</div><div>Scry 1.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div><div><div>Gods Willing</div><div>W</div></div><div>Instant</div><div>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)<br/>Scry 1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kari Zev's Expertise</div><div>1RR</div></div><div>Sorcery</div><div>Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kari Zev's Expertise</div><div>1RR</div></div><div>Sorcery</div><div>Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Helix</div><div>RW</div></div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |
| <div><div><div>Lightning Helix</div><div>RW</div></div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div><div>Searing Blood</div><div>RR</div></div><div>Instant</div><div>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Searing Blood</div><div>RR</div></div><div>Instant</div><div>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Searing Blood</div><div>RR</div></div><div>Instant</div><div>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Skullcrack<div>1R</div></div><div>Instant</div><div>Players can't gain life this turn.<br/>Damage can't be prevented this turn.<br/>Skullcrack deals 3 damage to target player or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skullcrack<div>1R</div></div><div>Instant</div><div>Players can't gain life this turn.<br/>Damage can't be prevented this turn.<br/>Skullcrack deals 3 damage to target player or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skullcrack<div>1R</div></div><div>Instant</div><div>Players can't gain life this turn.<br/>Damage can't be prevented this turn.<br/>Skullcrack deals 3 damage to target player or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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