Ancestral Anger (R)

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Anger (R)

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

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Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apostle's Blessing (1)(WP)

Instant

({W/P} can be paid with either {W} or 2 life.)
Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Gabriel Ascari, Mateus - Pauper v3 Group 3BA682 (Ancestral Anger, Festiva sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Assault Strobe (R)

Sorcery

Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

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Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

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Sorcery

Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brute Force (R)

Instant

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brute Force (R)

Instant

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crackling Cyclops (2)(R)

Creature -- Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crackling Cyclops (2)(R)

Creature -- Cyclops Wizard

Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn.

0/4

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Festival Crasher 1R

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

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Festival Crasher 1R

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

Ghitu Amplifier 1R

Creature -- Human Wizard

Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.)
When this creature enters, if it was kicked, return target creature an opponent controls to its owner's hand.
Whenever you cast an instant or sorcery spell, this creature gets +2/+0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghitu Amplifier 1R

Creature -- Human Wizard

Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.)
When this creature enters, if it was kicked, return target creature an opponent controls to its owner's hand.
Whenever you cast an instant or sorcery spell, this creature gets +2/+0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Highway Robbery 1R

Sorcery

You may discard a card or sacrifice a land. If you do, draw two cards.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiln Fiend 1R

Creature -- Elemental Beast

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elemental Beast

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Dart {R}

Instant

Lava Dart deals 1 damage to any target.
Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Dart {R}

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Lava Dart deals 1 damage to any target.
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Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose {1}{R/G}

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Gabriel Ascari, Mateus - Pauper v3 Group 3BA682 (Ancestral Anger, Festiva sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Manamorphose (1)(R/G)

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Manamorphose (1)(R/G)

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutagenic Growth (GP)

Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

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Mutagenic Growth (GP)

Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame (R)

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Rite of Flame (R)

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame (R)

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temur Battle Rage (1)(R)

Instant

Target creature gains double strike until end of turn.
Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temur Battle Rage (1)(R)

Instant

Target creature gains double strike until end of turn.
Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Blast (R)

Instant

Counter target artifact spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Blast (R)

Instant

Counter target artifact spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brute Force (R)

Instant

Target creature gets +3/+3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Gabriel Ascari, Mateus - Pauper v3 Group 3BA682 (Ancestral Anger, Festiva sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Brute Force {R}

Instant

Target creature gets +3/+3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Forge-Chanter {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.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Forge-Chanter {1}{R}

Creature -- Dwarf Wizard

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

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Pain {1}{R}

Instant

Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Pain {1}{R}

Instant

Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Immolating Souleater {2}

Artifact Creature -- Phyrexian Dog

{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Immolating Souleater {2}

Artifact Creature -- Phyrexian Dog

{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pyroblast ®

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast ®

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast ®

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singe ®

Instant

Singe deals 1 damage to target creature. That creature becomes black until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Gabriel Ascari, Mateus - Pauper v3 Group 3BA682 (Ancestral Anger, Festiva sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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.