

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Apostle's Blessing 1WP 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 PLAYbotbox.dev	Apostle's Blessing 1WP 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 PLAYbotbox.dev	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - LuisHenrique - Pauper (1º Torneio Super Pauper - VR) sheet 3/10 - 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.

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kiln Fiend1R 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 PLAYbotbox.dev	Kiln Fiend1R 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 PLAYbotbox.dev	Kiln Fiend1R 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 PLAYbotbox.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 PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. 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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Mutagenic Growth 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 PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Spell Pierce Ⓢ Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temur Battle Rage 1R 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 1R 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 1R 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

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Counterspell U U Instant Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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