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| <div> <div>Ash Zealot</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Human Warrior</div> <div> <div>First strike, haste</div> <div>Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ash Zealot</div> <div> <div> <div></div> <div></div> </div> </div> </div> <div> <div>Creature -- Human Warrior</div> <div> <div>First strike, haste</div> <div>Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Battlefield Forge</div> </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                     | <div> <div>Battlefield Forge</div> </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                     |
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**R W**

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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Ⓡ Ⓢ

Choose one --

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- \* Permanents you control gain indestructible until end of turn.
- \* Target creature gains double strike until end of turn.

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ⓇⓇ

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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RR

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓡ

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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Lightning Strike deals 3 damage to
any target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Light Up the Stage

②③

## Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)  
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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## Light Up the Stage

②③

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)  
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Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Monastery Swiftspear

®

Creature -- Human Monk

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Monastery Swiftspear

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Creature -- Human Monk

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## Playtest cards - hodortimebaby - Pioneer (Pioneer Super Qualifier)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Monastery Swiftspear</div><div><div>R</div></div></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><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>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div><div>( {T}: Add {R}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div><div>( {T}: Add {R}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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## Sacred Foundry

Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**Sacred Foundry**

Land -- Mountain Plains

(**{T}**: Add **{R}** or **{W}**.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**Sacred Foundry**

Land -- Mountain Plains

((T): Add {R} or {W}.)  
As this land enters, you may pay 2  
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tapped.

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## Sacred Foundry

Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Sou1-Scar Mage 

Creature -- Human Wizard

**Prowess**  
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.

1/2

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Soul-Scar Mage <sup>®</sup>

Creature -- Human Wizard

**Prowess**  
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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Sou1-Scar Mage <sup>®</sup>

Creature -- Human Wizard

**Prowess**  
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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

**Prowess**  
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.

1/2

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① R

When this creature enters, it deals 2 damage to target player or planeswalker.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, it deals 2 damage to target player or planeswalker.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

When this creature enters, it deals 2 damage to target player or planeswalker.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Wizard's Lightning</div><div>2R</div></div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Wizard's Lightning</div><div>2R</div></div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Wizard's Lightning</div><div>2R</div></div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Wizard's Lightning</div><div>2R</div></div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |
| <div><div><div>Chained to the Rocks</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant Mountain you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.<br/>(That creature returns under its owner's control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chained to the Rocks</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant Mountain you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.<br/>(That creature returns under its owner's control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chained to the Rocks</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant Mountain you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.<br/>(That creature returns under its owner's control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chained to the Rocks</div><div>W</div></div><div>Enchantment -- Aura</div><div>Enchant Mountain you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.<br/>(That creature returns under its owner's control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Deflecting Palm</div><div><div>R</div><div>W</div></div></div><div><div>Instant</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 PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Grafdigger's Cage</div><div><div>1</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                       | <div><div><div>Grafdigger's Cage</div><div><div>1</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                       | <div><div><div>Lurrus of the Dream-Den</div><div><div>1</div><div>W/B</div><div>W/B</div></div></div><div><div>Legendary Creature -- Cat Nightmare</div><div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div><div>[sideboard]</div></div><div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Searing Blood</div><div><div>R</div><div>R</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div>Searing Blood</div><div><div>R</div><div>R</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Searing Blood</div><div><div>R</div><div>R</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Searing Blood</div><div><div>R</div><div>R</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                 |

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| <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
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