

<div><div>Battlefield Forge</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>Battlefield Forge</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>Boros Charm</div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Boros Charm</div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Implement of Combustion ①</div><div>Artifact</div><div><p>{R}, Sacrifice this artifact: It deals 1 damage to target player or planeswalker.</p><p>When this artifact is put into a graveyard from the battlefield, draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Implement of Combustion ①</div><div>Artifact</div><div><p>{R}, Sacrifice this artifact: It deals 1 damage to target player or planeswalker.</p><p>When this artifact is put into a graveyard from the battlefield, draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Implement of Combustion ①</div><div>Artifact</div><div><p>{R}, Sacrifice this artifact: It deals 1 damage to target player or planeswalker.</p><p>When this artifact is put into a graveyard from the battlefield, draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Implement of Combustion ①</div><div>Artifact</div><div><p>{R}, Sacrifice this artifact: It deals 1 damage to target player or planeswalker.</p><p>When this artifact is put into a graveyard from the battlefield, draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Inspiring Vantage</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {R} or {W}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inspiring Vantage</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {R} or {W}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inspiring Vantage</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {R} or {W}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inspiring Vantage</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {R} or {W}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Light Up the Stage</div><div><div>2</div><div>R</div></div></div><div><div>Sorcery</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.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Light Up the Stage</div><div><div>2</div><div>R</div></div></div><div><div>Sorcery</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.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Light Up the Stage</div><div><div>2</div><div>R</div></div></div><div><div>Sorcery</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.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Light Up the Stage</div><div><div>2</div><div>R</div></div></div><div><div>Sorcery</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.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Needleverge Pathway</div><div>Card</div><div>-----OTHER FACE-----</div><div>Needleverge Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Needleverge Pathway</div><div>Card</div><div>-----OTHER FACE-----</div><div>Needleverge Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Play with FireⓂ</div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Play with FireⓂ</div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Play with FireⓂ</div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div><div><div>Sacred Foundry</div></div><div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters 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><div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters 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><div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Shrapnel Blast</div><div>1R</div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact. Shrapnel Blast deals 5 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Shrapnel Blast</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact. Shrapnel Blast deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shrapnel Blast</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact. Shrapnel Blast deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shrapnel Blast</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact. Shrapnel Blast deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Skewer the Critics</div><div>Sorcery</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.) Skewer the Critics deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Voldaren Epicure</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <p>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</p> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Voldaren Epicure</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <p>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</p> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Voldaren Epicure</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <p>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</p> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Voldaren Epicure</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <p>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</p> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.")</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Grafdigger's Cage</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Grafdigger's Cage</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Ferocidon ②Ⓜ Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rampaging Ferocidon ②Ⓜ Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Ferocidon ②Ⓜ Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searing Blood ⓂⓂ Instant Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Searing Blood ⓂⓂ Instant Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Searing Blood <div> <div>R</div> <div>R</div> </div> </div> <div> Instant </div> <div> <p>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Smash to Smithereens <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> <p>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Smash to Smithereens <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> <p>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - kounderside - Pioneer (Pioneer 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 10/10 - 3 cards - 2.5 x 3.5 in each