

Playtest cards - Lord Beerus - Pioneer (Pioneer Challenge 32) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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<div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lightning Strike</div> <div> <div>Instant</div> <div> <p>Lightning Strike deals 3 damage to any target.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</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>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</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>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Mutavault</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Mutavault</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div>Menace</div> <div> Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. </div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div>Menace</div> <div> Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. </div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div>Ramunap Ruins</div> </div> <div> <div>Land -- Desert</div> <div> {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. </div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div>Ramunap Ruins</div> </div> <div> <div>Land -- Desert</div> <div> {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. </div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>
<div> <div>Sokenzan, Crucible of Defiance</div> </div> <div> <div>Legendary Land</div> <div> {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. </div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div>Soul-Scar Mage</div> <div>R</div> </div> <div> <div>Creature -- Human Wizard</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>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div>Soul-Scar Mage</div> <div>R</div> </div> <div> <div>Creature -- Human Wizard</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>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div>Soul-Scar Mage</div> <div>R</div> </div> <div> <div>Creature -- Human Wizard</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>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>

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<p>Soul-Scar Mage (R)</p> <p>Creature -- Human Wizard</p> <p>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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Torbran, Thane of Red Fell (1 R R R)</p> <p>Legendary Creature -- Dwarf Noble</p> <p>If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Torbran, Thane of Red Fell (1 R R R)</p> <p>Legendary Creature -- Dwarf Noble</p> <p>If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Torbran, Thane of Red Fell (1 R R R)</p> <p>Legendary Creature -- Dwarf Noble</p> <p>If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Chandra, Dressed to Kill (1 R R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>[+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker. [+1]: Exile the top card of your library. If it's red, you may cast it this turn. [-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell." [sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Magebane Lizard (1 R)</p> <p>Creature -- Lizard</p> <p>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard]</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Magebane Lizard (1 R)</p> <p>Creature -- Lizard</p> <p>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard]</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Magebane Lizard (1 R)</p> <p>Creature -- Lizard</p> <p>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard]</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<div><div><div>Rending Volley</div><div><div>R</div></div></div><div><div>Instant</div><div><p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p><p>[sideboard]</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Roiling Vortex</div><div><div>1R</div></div></div><div><div>Enchantment</div><div><p>At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn.</p><p>[sideboard]</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Roiling Vortex</div><div><div>1R</div></div></div><div><div>Enchantment</div><div><p>At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn.</p><p>[sideboard]</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Roiling Vortex</div><div><div>1R</div></div></div><div><div>Enchantment</div><div><p>At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn.</p><p>[sideboard]</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div> <div>Tears of Valakut</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell can't be countered. Tears of Valakut deals 5 damage to target creature with flying.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tears of Valakut</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell can't be countered. Tears of Valakut deals 5 damage to target creature with flying.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Witchstalker Frenzy</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	