

<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>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><div>R</div><div>W</div></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><div>R</div><div>W</div></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><div>R</div><div>W</div></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><div>R</div><div>W</div></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>Den of the Bugbear</div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Den of the Bugbear</div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Kumano Faces Kakkazan

R

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-- BACK FACE --

Etching of Kumano

Enchantment Creature -- Human Shaman

Haste
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

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Kumano Faces Kakkazan

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Enchantment Creature -- Human Shaman

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If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

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Lightning Helix

RW

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

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Light Up the Stage

2R

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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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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<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>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>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>Ramunap Ruins</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Sacred Foundry</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Searing Blood</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Searing Blood</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Searing Blood</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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Playtest cards - Resonance546 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Soul-Scar Mage</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <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> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Soul-Scar Mage</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <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> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wild Slash</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>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.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wild Slash</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>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.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Case of the Crimson Pulse</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Case</div> <div> <div>When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Case of the Crimson Pulse</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Case</div> <div> <div>When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Deflecting Palm</div> <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Instant</div> <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>Deflecting Palm</div> <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Instant</div> <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>

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

<div><div><div>End the Festivities</div><div>R</div></div><div>Sorcery</div><div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>End the Festivities</div><div>R</div></div><div>Sorcery</div><div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Kari Zev's Expertise</div><div>1RR</div></div><div>Sorcery</div><div>Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Kari Zev's Expertise</div><div>1RR</div></div><div>Sorcery</div><div>Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Helix</div><div>RW</div></div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Helix</div><div>RW</div></div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

