

<div>Ancestral Anger</div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ancestral Anger</div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ancestral Anger</div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ancestral Anger</div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Target creature gets +1/+0 until end of turn.
Draw a card.

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Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

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W

Creature -- Human Soldier

Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.

1/2

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Creature -- Human Soldier

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<div> <div>Favored Hoplite</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <div> <div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.</div> </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>Gods Willing</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div> <div>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)</div> <div>Scry 1.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Gods Willing</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div> <div>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)</div> <div>Scry 1.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Gods Willing</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div> <div>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)</div> <div>Scry 1.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev </div> </div>	<div> <div> Loran's Escape <div> <div>W</div> </div> </div> <div> Instant </div> <div> Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div>Loran's Escape (W)</div> <div>Instant</div> <div>Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Monastery Swiftspear (R)</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Monastery Swiftspear (R)</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Monastery Swiftspear (R)</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Monastery Swiftspear (R)</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Monstrous Rage (R)</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Monstrous Rage (R)</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Monstrous Rage (R)</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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Card

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Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.

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<div><div>Reckless Rage</div><div>R</div></div> <div>Instant</div> <div>Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>Sejiri Shelter</div> <div>1W</div> <div>Instant</div> <div>Target creature you control gains protection from the color of your choice until end of turn.</div> <div>----- -- -- BACK FACE -- --</div> <div>Sejiri Glacier</div> <div>Land</div> <div>This land enters tapped. {T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sokenzan, Crucible of Defiance</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spikefield Hazard</div> <div>R</div> <div>Instant</div> <div>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</div> <div>----- -- -- BACK FACE -- --</div> <div>Spikefield Cave</div> <div>Land</div> <div>This land enters tapped. {T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Tenth District Legionnaire (R)(W) Creature -- Human Soldier Haste Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tenth District Legionnaire (R)(W) Creature -- Human Soldier Haste Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tenth District Legionnaire (R)(W) Creature -- Human Soldier Haste Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tenth District Legionnaire (R)(W) Creature -- Human Soldier Haste Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jegantha, the Wellspring (4)(R/G) Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. [sideboard] <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light of Hope (W) Instant Choose one -- * You gain 4 life. * Destroy target enchantment. * Put a +1/+1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light of Hope (W) Instant Choose one -- * You gain 4 life. * Destroy target enchantment. * Put a +1/+1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reidane, God of the Worthy Card [sideboard] ----- - - - OTHER FACE - - - Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - toughTony99 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Reidane, God of the Worthy</div><div>Card</div><div>[sideboard]</div></div><div><div>Reidane, God of the Worthy</div><div>Card</div><div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Reidane, God of the Worthy</div><div>Card</div><div>[sideboard]</div></div><div><div>Reidane, God of the Worthy</div><div>Card</div><div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Rending Volley</div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rending Volley</div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Rest in Peace</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Showdown of the Skalds</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Showdown of the Skalds (2)(R)(W)

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[sideboard]

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