

## Land

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.

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Creature -- Human Wizard

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

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1/2

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Enchantment -- Saga

(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.

- - - BACK FACE - - -

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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(As this Saga enters and after your draw step, add a lore counter.)

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- - - BACK FACE - - -

## 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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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.



|                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                            |
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| <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></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>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></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>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><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><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><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><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><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><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></div><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><div>Mountain</div><div></div></div> <div><div>Basic Land -- Mountain</div><div></div><div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                   | <div><div>Mountain</div><div></div></div> <div><div>Basic Land -- Mountain</div><div></div><div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                   |

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| <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>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><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {R}.</div><div>{2}{R}{R}, {T}, Sacrifice a Desert:</div><div>This land deals 2 damage to each opponent.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {R}.</div><div>{2}{R}{R}, {T}, Sacrifice a Desert:</div><div>This land deals 2 damage to each opponent.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {R}.</div><div>{2}{R}{R}, {T}, Sacrifice a Desert:</div><div>This land deals 2 damage to each opponent.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div>Skewer the Critics2R</div><div>Sorcery</div><div><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.)</div><div>Skewer the Critics deals 3 damage to any target.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                       |
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| <b>Slickshot Show-Off</b> (1)(R)<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Slickshot Show-Off</b> (1)(R)<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Slickshot Show-Off</b> (1)(R)<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sokenzan, Crucible of Defiance</b><br>Legendary Land<br>{T}: Add {R}.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                    | <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                    | <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                    | <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      |

Playtest cards - conconman - Pioneer (Pioneer Challenge 64)

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

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| <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>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>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>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>Case of the Crimson Pulse</div><div>2R</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, discard a card, then draw two cards.<br/>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Case of the Crimson Pulse</div><div>2R</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, discard a card, then draw two cards.<br/>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Jegantha, the Wellspring</div><div>4R/G</div></div> <div>Legendary Creature -- Elemental Elk</div> <div>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.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Magebane Lizard</div><div>1R</div></div> <div>Creature -- Lizard</div> <div>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.</div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① R

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]

1/4

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① R

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]

1/4

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②③

Menace  
Players can't gain life.  
Whenever another creature enters,  
this creature deals 1 damage to that  
creature's controller.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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Menace
Players can't gain life.
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```

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Menace  
Players can't gain life.  
Whenever another creature enters,  
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creature's controller.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Menace  
Players can't gain life.  
Whenever another creature enters,  
this creature deals 1 damage to that  
creature's controller.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This spell can't be countered.  
Rending Volley deals 4 damage to  
target white or blue creature.

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This spell can't be countered.  
Rending Volley deals 4 damage to  
target white or blue creature.

[sidebar]

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| <div> <div>Rending Volley</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>Witchstalker Frenzy</div> <div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Witchstalker Frenzy</div> <div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> </div> </div> |  |
| <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                        | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                  | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                  |  |