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| <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.<br/>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.<br/>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.<br/>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.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   |

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| <p><b>Blood Crypt</b></p> <p>Land -- Swamp Mountain</p> <p>           ({T}: Add {B} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                           | <p><b>Blood Crypt</b></p> <p>Land -- Swamp Mountain</p> <p>           ({T}: Add {B} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                           | <p><b>Blood Crypt</b></p> <p>Land -- Swamp Mountain</p> <p>           ({T}: Add {B} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                     | <p><b>Blood Crypt</b></p> <p>Land -- Swamp Mountain</p> <p>           ({T}: Add {B} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                     |
| <p><b>Callous Sell-Sword</b>    ① ②</p> <p>Creature -- Human Soldier</p> <p>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</p> <p>2/2</p> <p>----- ADVENTURE -----</p> <p><b>Burn Together</b>    ① ②</p> <p>Sorcery -- Adventure</p> <p>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Callous Sell-Sword</b>    ① ②</p> <p>Creature -- Human Soldier</p> <p>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</p> <p>2/2</p> <p>----- ADVENTURE -----</p> <p><b>Burn Together</b>    ① ②</p> <p>Sorcery -- Adventure</p> <p>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Claim</b>    ②</p> <p>Sorcery</p> <p>Return target creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>----- AFTERMATH HALF -----</p> <p><b>Fame</b>    ① ②</p> <p>Sorcery</p> <p>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Target creature gets +2/+0 and gains haste until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Claim</b>    ②</p> <p>Sorcery</p> <p>Return target creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>----- AFTERMATH HALF -----</p> <p><b>Fame</b>    ① ②</p> <p>Sorcery</p> <p>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Target creature gets +2/+0 and gains haste until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Claim</div><div>B</div></div><div>Sorcery</div><div>Return target creature card with mana value 2 or less from your graveyard to the battlefield.</div><div>----- AFTERMATH HALF -----</div><div><div>Fame</div><div>1R</div></div><div>Sorcery</div><div>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Target creature gets +2/+0 and gains haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div><div>Claim</div><div>B</div></div><div>Sorcery</div><div>Return target creature card with mana value 2 or less from your graveyard to the battlefield.</div><div>----- AFTERMATH HALF -----</div><div><div>Fame</div><div>1R</div></div><div>Sorcery</div><div>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Target creature gets +2/+0 and gains haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div><div>Den of the Bugbear</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{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><div>Den of the Bugbear</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{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><div>Emberheart Challenger</div><div>1R</div></div><div>Creature -- Mouse Warrior</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emberheart Challenger</div><div>1R</div></div><div>Creature -- Mouse Warrior</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emberheart Challenger</div><div>1R</div></div><div>Creature -- Mouse Warrior</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emberheart Challenger</div><div>1R</div></div><div>Creature -- Mouse Warrior</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Hammerhand</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>When this Aura enters, target creature can't block this turn.<br/>Enchanted creature gets +1/+1 and has haste.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Hammerhand</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>When this Aura enters, target creature can't block this turn.<br/>Enchanted creature gets +1/+1 and has haste.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Heartfire Hero</div><div>Creature -- Mouse Soldier</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Heartfire Hero</div><div>Creature -- Mouse Soldier</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                    |
| <div><div>Heartfire Hero</div><div>Creature -- Mouse Soldier</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heartfire Hero</div><div>Creature -- Mouse Soldier</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- - BACK FACE - - -</div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste<br/>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- - BACK FACE - - -</div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste<br/>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste</p> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste</p> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 |
| <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Monstrous Rage</div> <div>Instant</div> <div> <p>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.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Monstrous Rage</div> <div>Instant</div> <div> <p>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.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - capellomauro - Pioneer (Pioneer Challenge 32)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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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>Ramunap Ruins</div></div> <div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                           |
| <div><div>Ramunap Ruins</div></div> <div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                  | <div><div>Ramunap Ruins</div></div> <div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                  | <div><div>Rockface Village</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Slickshot Show-Off</div><div><div>1R</div></div></div> <div><div>Creature -- Bird Wizard</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>1/2</div></div> |

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| <div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sokenzan, Crucible of Defiance</div></div><div>Legendary Land</div><div><div>{T}: Add {R}.</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Sulfurous Springs</div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                        | <div><div><div>Sulfurous Springs</div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                        | <div><div><div>Sulfurous Springs</div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                        | <div><div><div>Sulfurous Springs</div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |

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| <div> <div>Titan's Strength</div> <div>R</div> </div> <div>Instant</div> <div> <p>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Titan's Strength</div> <div>R</div> </div> <div>Instant</div> <div> <p>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Titan's Strength</div> <div>R</div> </div> <div>Instant</div> <div> <p>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Titan's Strength</div> <div>R</div> </div> <div>Instant</div> <div> <p>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                     |
| <div> <div>Fable of the Mirror-Breaker</div> <div>2R</div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/> II -- You may discard up to two cards. If you do, draw that many cards.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>[sideboard]</div> </div> <div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div>2R</div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/> II -- You may discard up to two cards. If you do, draw that many cards.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>[sideboard]</div> </div> <div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div>2R</div> </div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/> II -- You may discard up to two cards. If you do, draw that many cards.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>[sideboard]</div> </div> <div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fatal Push</div> <div>B</div> </div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.<br/> Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - capellomauro - Pioneer (Pioneer Challenge 32)

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



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| <div> <div>Tears of Valakut</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell can't be countered.<br/>Tears of Valakut deals 5 damage to target creature with flying.</p> <p>[sideboard]</p> </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> <p>This spell can't be countered.<br/>Tears of Valakut deals 5 damage to target creature with flying.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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