

Battlefield Forge

Land

{T}: Add {C}.
{T}: Add {R} or {W}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Clever Lumimancer

W

Creature -- Human Wizard

Magecraft -- Whenever you cast or copy an instant or sorcery spell, this creature gets +2/+2 until end of turn.

0/1

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Playtest cards - Hamuda - Pioneer (Pioneer Challenge)

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

W

Draw a card.

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① R

Trample
Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

1/3

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Favored Hoplite (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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favored Hoplite (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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favored Hoplite (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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favored Hoplite (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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Feather, the Redeemed (R)(W)(W) Legendary Creature -- Angel Flying Whenever you cast an instant or sorcery spell that targets a creature you control, exile that card instead of putting it into your graveyard as it resolves. If you do, return it to your hand at the beginning of the next end step. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feather, the Redeemed (R)(W)(W) Legendary Creature -- Angel Flying Whenever you cast an instant or sorcery spell that targets a creature you control, exile that card instead of putting it into your graveyard as it resolves. If you do, return it to your hand at the beginning of the next end step. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feather, the Redeemed (R)(W)(W) Legendary Creature -- Angel Flying Whenever you cast an instant or sorcery spell that targets a creature you control, exile that card instead of putting it into your graveyard as it resolves. If you do, return it to your hand at the beginning of the next end step. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gods Willing (W) Instant 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.) Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Inspiring Vantage

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Invigorated Rampage ① ② R

Instant

Choose one --

- * Target creature gets +4/+0 and gains trample until end of turn.
- * Two target creatures each get +2/+0 and gain trample until end of turn.

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Monastery Swiftspear

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card -----OTHER FACE----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card -----OTHER FACE----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Reckless Rage R Instant Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Rage R Instant Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Rage R Instant Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Rage R Instant Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spikefield Hazard (R) Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spikefield Hazard (R) Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titan's Strength (R) Instant 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.) Titan's Strength Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titan's Strength (R) Instant 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.) Titan's Strength Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Academic Probation (1)(W) Sorcery -- Lesson Choose one -- * Choose a nonland card name. Opponents can't cast spells with the chosen name until your next turn. * Choose target nonland permanent. Until your next turn, it can't attack or block, and its activated abilities can't be activated. Academic Probation Sorcery -- Lesson Choose one -- * Choose a nonland card name. Opponents can't cast spells with the chosen name until your next turn. * Choose target nonland permanent. Until your next turn, it can't attack or block, and its activated abilities can't be activated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. Apostle of Purifying Light Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. Apostle of Purifying Light Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle of Purifying Light (1)(W) Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. Apostle of Purifying Light Creature -- Human Cleric Protection from black (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything black.) {2}: Exile target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Declaration in Stone ①④ Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Declaration in Stone ①④ Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Environmental Sciences ② Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expanded Anatomy ③ Sorcery -- Lesson Put two +1/+1 counters on target creature. It gains vigilance until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Light of Hope ④ Instant Choose one -- * You gain 4 life. * Destroy target enchantment. * Put a +1/+1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Light of Hope ④ Instant Choose one -- * You gain 4 life. * Destroy target enchantment. * Put a +1/+1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace ①④ Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace ①④ Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wild Slash Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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