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| <div><div><b>Battlefield Forge</b></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><b>Battlefield Forge</b></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><b>Battlefield Forge</b></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><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                     |
| <div><div><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          | <div><div><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          | <div><div><b>Boltwave</b><div>R</div></div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          | <div><div><b>Boros Charm</b><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> |

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| <p><b>Boros Charm</b> <span>(R)(W)</span></p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Boros Charm deals 4 damage to target player or planeswalker.</li> <li>* Permanents you control gain indestructible until end of turn.</li> <li>* Target creature gains double strike until end of turn.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Boros Charm</b> <span>(R)(W)</span></p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Boros Charm deals 4 damage to target player or planeswalker.</li> <li>* Permanents you control gain indestructible until end of turn.</li> <li>* Target creature gains double strike until end of turn.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>         | <p><b>Boros Charm</b> <span>(R)(W)</span></p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Boros Charm deals 4 damage to target player or planeswalker.</li> <li>* Permanents you control gain indestructible until end of turn.</li> <li>* Target creature gains double strike until end of turn.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>         | <p><b>Burst Lightning</b> <span>(R)</span></p> <p>Instant</p> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Burst Lightning</b> <span>(R)</span></p> <p>Instant</p> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                             | <p><b>Den of the Bugbear</b></p> <p>Land</p> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {R}.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Den of the Bugbear</b></p> <p>Land</p> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {R}.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                               |

Playtest cards - coco7721 - Pioneer (Pioneer Challenge 32)

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>Lightning Helix</div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

**R W**

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

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**R W**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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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②R

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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2 R

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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②R

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/2

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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><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>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><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>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><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>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><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>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><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>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><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>Mountain</div><div></div></div> <div><div>Basic Land -- Mountain</div><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>Needleverge Pathway</div><div></div></div> <div><div>Card</div><div></div></div> <div><div>----- OTHER FACE -----</div><div><div>Needleverge Pathway</div><div></div></div><div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                           |

### Needleleverage Pathway

Card

- - - OTHER FACE - - -

### Needleleverage Pathway

Card

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### Needleleverage Pathway

Card

- - - OTHER FACE - - -

### Needleleverage Pathway

Card

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## Ramunap Ruins

Land -- Desert

```
{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert:
This land deals 2 damage to each
opponent.
```

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## 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.

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## 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.

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## 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.

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## 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.

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## Skewer the Critics (2R)

Sorcerv

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)  
Skewer the Critics deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skewer the Critics (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.)  
Skewer the Critics deals 3 damage to any target.

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## Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skewer the Critics (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.)  
Skewer the Critics deals 3 damage to any target.

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**Slickshot Show-Off** (1)(R)

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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.)

1/2

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## Slickshot Show-Off (1) (R)

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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1/2

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## Slickshot Show-Off (1) (R)

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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.)

1/2

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## Sokenzan, Crucible of Defiance

Legendary Land

{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.

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## Prowess

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.

1/2

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## Prowess

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.

1/2

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Prowess

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Indestructible, haste

Hazoret can't attack or block unless you have one or fewer cards in hand. {2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.

[sideboard]

5/4

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①

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.

[sideboard]

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| <b>Kari Zev's Expertise</b> (1)(R)(R)<br><hr/> Sorcery<br><hr/> 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.<br><br>[sideboard] | <b>Magebane Lizard</b> (1)(R)<br><hr/> Creature -- Lizard<br><hr/> 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.<br><br>[sideboard] | <b>Magebane Lizard</b> (1)(R)<br><hr/> Creature -- Lizard<br><hr/> 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.<br><br>[sideboard] | <b>Redcap Melee</b> (R)<br><hr/> Instant<br><hr/> Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.<br><br>[sideboard]              |
| <b>Redcap Melee</b> (R)<br><hr/> Instant<br><hr/> Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.<br><br>[sideboard]                                                                               | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard]                             | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard]                             | <b>Searing Blood</b> (R)(R)<br><hr/> Instant<br><hr/> Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      |

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| <div> <div>Searing Blood</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Skullcrack</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Skullcrack</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - coco7721 - 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 10/10 - 3 cards - 2.5 x 3.5 in each