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| <div> <b>Bonecrusher Giant</b> <span>2</span><span>R</span> </div> <div>           Creature -- Giant         </div> <div>           Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.         </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Stomp</b> <span>1</span><span>R</span> </div> <div>           Instant -- Adventure         </div> <div>           Damage can't be prevented this turn. Stomp deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                     | <div> <b>Bonecrusher Giant</b> <span>2</span><span>R</span> </div> <div>           Creature -- Giant         </div> <div>           Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.         </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Stomp</b> <span>1</span><span>R</span> </div> <div>           Instant -- Adventure         </div> <div>           Damage can't be prevented this turn. Stomp deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                     | <div> <b>Bonecrusher Giant</b> <span>2</span><span>R</span> </div> <div>           Creature -- Giant         </div> <div>           Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.         </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Stomp</b> <span>1</span><span>R</span> </div> <div>           Instant -- Adventure         </div> <div>           Damage can't be prevented this turn. Stomp deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                     | <div> <b>Bonecrusher Giant</b> <span>2</span><span>R</span> </div> <div>           Creature -- Giant         </div> <div>           Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.         </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Stomp</b> <span>1</span><span>R</span> </div> <div>           Instant -- Adventure         </div> <div>           Damage can't be prevented this turn. Stomp deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Chandra, Dressed to Kill</b> <span>1</span><span>R</span><span>R</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div>           [+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.<br/>           [+1]: Exile the top card of your library. If it's red, you may cast it this turn.<br/>           [-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell."         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chandra, Dressed to Kill</b> <span>1</span><span>R</span><span>R</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div>           [+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.<br/>           [+1]: Exile the top card of your library. If it's red, you may cast it this turn.<br/>           [-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell."         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chandra, Dressed to Kill</b> <span>1</span><span>R</span><span>R</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div>           [+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.<br/>           [+1]: Exile the top card of your library. If it's red, you may cast it this turn.<br/>           [-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell."         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Den of the Bugbear</b> </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 PLAY           botbox.dev         </div>                                                                                                                                    |

# Playtest cards - DemonicTutors - 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

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Playtest cards - DemonicTutors - Pioneer (Pioneer Challenge)

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| <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Soul-Scar Mage</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Human Wizard</div> <div> 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. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Scar Mage</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Human Wizard</div> <div> 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. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Scar Mage</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Human Wizard</div> <div> 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. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                             | <div> <div>Spikefield Hazard</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                           |

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| <b>Spikefield Hazard</b> <span>(R)</span><br>Instant<br>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.<br><br><div> <div> </div> <div> </div> </div> <b>Spikefield Cave</b><br>Land<br>This land enters tapped.<br>{T}: Add {R}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                           | <b>Spikefield Hazard</b> <span>(R)</span><br>Instant<br>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.<br><br><div> <div> </div> <div> </div> </div> <b>Spikefield Cave</b><br>Land<br>This land enters tapped.<br>{T}: Add {R}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                  | <b>Wild Slash</b> <span>(R)</span><br>Instant<br>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.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                 | <b>Wild Slash</b> <span>(R)</span><br>Instant<br>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.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Cemetery Gatekeeper</b> <span>(1)(R)</span><br>Creature -- Vampire<br>First strike<br>When this creature enters, exile a card from a graveyard.<br>Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.<br><br>[sideboard]<br><br><div>2/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Chandra, Torch of Defiance</b> <span>(2)(R)(R)</span><br>Legendary Planeswalker -- Chandra<br>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br>[+1]: Add {R}{R}.<br>[-3]: Chandra deals 4 damage to target creature.<br>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."<br><br>[sideboard]<br><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Chandra, Torch of Defiance</b> <span>(2)(R)(R)</span><br>Legendary Planeswalker -- Chandra<br>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br>[+1]: Add {R}{R}.<br>[-3]: Chandra deals 4 damage to target creature.<br>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."<br><br>[sideboard]<br><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lava Coil</b> <span>(1)(R)</span><br>Sorcery<br>Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                     |

Playtest cards - DemonicTutors - Pioneer (Pioneer Challenge)

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Lava Coil</div><div>1R</div><div>Sorcery</div><div>Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Lava Coil</div><div>1R</div><div>Sorcery</div><div>Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Rampaging Ferocidon</div><div>2R</div><div>Creature -- Dinosaur</div><div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rampaging Ferocidon</div><div>2R</div><div>Creature -- Dinosaur</div><div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Redcap Melee</div><div>R</div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Redcap Melee</div><div>R</div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rending Volley</div><div>R</div><div>Instant</div><div>This spell can't be countered.<br/>Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Rending Volley</div><div>R</div><div>Instant</div><div>This spell can't be countered.<br/>Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |

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At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

[R]: Your opponents can't gain life this turn.

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