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| <div> <div>Bonecrusher Giant2R</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>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp1R</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 PLAYbotbox.dev</div> </div>                                                                                                                                                                           | <div> <div>Bonecrusher Giant2R</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>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp1R</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 PLAYbotbox.dev</div> </div>                                                                                                                                                                           | <div> <div>Bonecrusher Giant2R</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>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp1R</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 PLAYbotbox.dev</div> </div>                                                                                                                                                                           | <div> <div>Bonecrusher Giant2R</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>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp1R</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 PLAYbotbox.dev</div> </div> |
| <div> <div>Chandra, Dressed to Kill1RR</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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Chandra, Dressed to Kill1RR</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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Chandra, Dressed to Kill1RR</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>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Den of the Bugbear</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>                         |

# Playtest cards - rokiman - Pioneer (Pioneer League)

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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| <div><div>Light Up the Stage</div><div>2R</div><div>Sorcery</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.)<br/>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Light Up the Stage</div><div>2R</div><div>Sorcery</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.)<br/>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monastery Swiftspear</div><div>R</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> | <div><div>Monastery Swiftspear</div><div>R</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> |
| <div><div>Monastery Swiftspear</div><div>R</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>                                                                                                 | <div><div>Monastery Swiftspear</div><div>R</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>                                                                                                 | <div><div>Mountain</div><div></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></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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> |
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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(<b>{T}</b>): Add <b>{R}</b>.)</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>            | <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> | <div><div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><b>{T}</b>: Add <b>{C}</b>.<br/><b>{T}</b>, Pay 1 life: Add <b>{R}</b>.<br/><b>{2}{R}{R}</b>, <b>{T}</b>, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><b>{T}</b>: Add <b>{C}</b>.<br/><b>{T}</b>, Pay 1 life: Add <b>{R}</b>.<br/><b>{2}{R}{R}</b>, <b>{T}</b>, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><b>{T}</b>: Add <b>{C}</b>.<br/><b>{T}</b>, Pay 1 life: Add <b>{R}</b>.<br/><b>{2}{R}{R}</b>, <b>{T}</b>, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Land - - Desert

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{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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## 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

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)  
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## 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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## 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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Creature -- Human Wizard

**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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Creature -- Human Wizard

**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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| <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div></div></div><div><div>Prowess</div><div>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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Soul-Scar Mage</div><div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div></div></div><div><div>Prowess</div><div>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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Spikefield Hazard</div><div><div>R</div></div></div><div><div>Instant</div><div></div></div><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><div>----- BACK FACE -----</div></div><div><div>Spikefield Cave</div><div></div></div><div><div>Land</div><div></div></div><div><div>This land enters tapped.</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                  | <div><div><div>Spikefield Hazard</div><div><div>R</div></div></div><div><div>Instant</div><div></div></div><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><div>----- BACK FACE -----</div></div><div><div>Spikefield Cave</div><div></div></div><div><div>Land</div><div></div></div><div><div>This land enters tapped.</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Burning Hands</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div></div></div><div><div>Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead.</div></div><div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                             | <div><div><div>Chandra, Dressed to Kill</div><div><div>1</div><div>R</div><div>R</div></div></div><div><div>Legendary Planeswalker -- Chandra</div><div></div></div><div><div>[+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.</div><div>[+1]: Exile the top card of your library. If it's red, you may cast it this turn.</div><div>[-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>[sideboard]</div></div><div><div>L 3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Chandra, Torch of Defiance</div><div><div>2</div><div>R</div><div>R</div></div></div><div><div>Legendary Planeswalker -- Chandra</div><div></div></div><div><div>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</div><div>[+1]: Add {R}{R}.</div><div>[-3]: Chandra deals 4 damage to target creature.</div><div>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</div><div><div>[sideboard]</div></div><div><div>L 4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Cinderclasm</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div></div></div><div><div>Kicker {R} (You may pay an additional {R} as you cast this spell.) Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead.</div></div><div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                              |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Cinderclasm<div>1R</div></div><div>Instant</div><div>Kicker {R} (You may pay an additional {R} as you cast this spell.)<br/>Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lava Coil<div>1R</div></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>1R</div></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>1R</div></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>2R</div></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>2R</div></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>R</div></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>R</div></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> |

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| <div> <div>Rending Volley</div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Roiling Vortex</div> <div>1R</div> </div> <div> <div>Enchantment</div> <div> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Roiling Vortex</div> <div>1R</div> </div> <div> <div>Enchantment</div> <div> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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