

Bonecrusher Giant

(2)(R)

Creature -- Giant

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

4/3

-----  
-- - ADVENTURE - - -

Stomp

(1)(R)

Instant -- Adventure

Damage can't be prevented this turn.  
Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Castle Embereth

Land

This land enters tapped unless you control a Mountain.  
{T}: Add {R}.  
{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.  
{T}: Add {R}.  
{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.

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If you control two or more other lands, this land enters tapped.  
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| <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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                               | <div>Emberheart Challenger 1R</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 PLAY botbox.dev</div> | <div>Emberheart Challenger 1R</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 PLAY botbox.dev</div> | <div>Emberheart Challenger 1R</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 PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                          |
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Playtest cards - Coly2 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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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

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②R

Haste  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Haste  
Whenever this creature is dealt  
damage, it deals that much damage to  
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3/3

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②③

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3/3

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②③

**Haste**  
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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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| <div><div>Soul-Scar Mage</div><div><div>R</div></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><div>Soul-Scar Mage</div><div><div>R</div></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><div>Soul-Scar Mage</div><div><div>R</div></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><div>Soul-Scar Mage</div><div><div>R</div></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><div>Chandra's Defeat</div><div><div>R</div></div></div> <div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     | <div><div>Chandra's Defeat</div><div><div>R</div></div></div> <div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     | <div><div>Chandra's Defeat</div><div><div>R</div></div></div> <div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>     | <div><div>Hazoret the Fervent</div><div><div>3</div><div>R</div></div></div> <div><div>Legendary Creature -- God</div><div>Indestructible, haste<br/>Hazoret can't attack or block unless you have one or fewer cards in hand.<br/>{2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.</div><div>[sideboard]</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Jegantha, the Wellspring</b> (4)(R/G)<br>Legendary Creature -- Elemental Elk<br>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                       | <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      |
| <b>Rending Volley</b> (R)<br>Instant<br>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                       | <b>Rending Volley</b> (R)<br>Instant<br>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Unlicensed Hearse</b> (2)<br>Artifact -- Vehicle<br>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2<br>[sideboard]<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Unlicensed Hearse</b> (2)<br>Artifact -- Vehicle<br>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2<br>[sideboard]<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div> Urabrask's Forge <div>2R</div> </div> <div> Artifact <div> At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. </div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge <div>2R</div> </div> <div> Artifact <div> At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. </div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge <div>2R</div> </div> <div> Artifact <div> At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. </div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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Playtest cards - Coly2 - 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 10/10 - 3 cards - 2.5 x 3.5 in each