Big Score {3}{R}

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Curiosity {2}{R}

Sorcery

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Exile the top two cards of your library. If this spell's additional cost was paid, exile the top three cards instead. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Curiosity {2}{R}

Sorcery

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Exile the top two cards of your library. If this spell's additional cost was paid, exile the top three cards instead. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossover Collaboration {2}{R}

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast using teamwork, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossover Collaboration {2}{R}

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast using teamwork, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fhrow - Gruul Storm (Work In Pauper 2.0) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Crossover Collaboration 2R

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast using teamwork, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossover Collaboration 2R

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Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast using teamwork, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

First Day of Class 1R

Instant

Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn.
Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Crevice

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {B}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Geothermal Crevice

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This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {B}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Impossible 2R

Sorcery

Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Anarchomancer RG

Creature -- Goblin Shaman

Each spell you cast that's red or green costs {1} less to cast.

2/2

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Playtest cards - fhrow - Gruul Storm (Work In Pauper 2.0) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Hickory Woodlot

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose {1}{R/G}

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Add two mana in any combination of colors.
Draw a card.

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Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fhrow - Gruul Storm (Work In Pauper 2.0) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pirate's Pillage (3)(R)

Sorcery

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse (1)(R)

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse (1)(R)

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Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstone Needle

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fhrow - Gruul Storm (Work In Pauper 2.0) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Sandstone Needle

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This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

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Sandstone Needle

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song (2)(R)

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song (2)(R)

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song (2)(R)

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song (2)(R)

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Storm (4)(R)

Sorcery

Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile."
Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Seize the Storm {4}{R}

Sorcery

Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile."
Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Manifestation {1}{R/G}

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Manifestation {1}{R/G}

Creature -- Spider Avatar

Reach
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2/2

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Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornscape Familiar {1}{G}

Creature -- Insect

Red spells and white spells you cast cost {1} less to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornscape Familiar {1}{G}

Creature -- Insect

Red spells and white spells you cast cost {1} less to cast.

2/1

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Tinder Farm

Land

This land enters tapped.
{T}: Add {G}.
{T}, Sacrifice this land: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinder Farm

Land

This land enters tapped.
{T}: Add {G}.
{T}, Sacrifice this land: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrenn's Resolve (1)(R)

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abandon Attachments (1)(U/R)

Instant -- Lesson

You may discard a card. If you do, draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firebending Lesson (R)

Instant -- Lesson

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Pain (1)(R)

Instant

Damage can't be prevented this turn.
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Turf

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {R}{G}.

[sideboard]

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Gruul Turf

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {R}{G}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending (1)(G)

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterbending Lesson (3)(U)

Sorcery -- Lesson

Draw three cards. Then discard a card unless you waterbend {2}.
(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

[sideboard]

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Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm (1)(G)

Instant

You gain 3 life.
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[sideboard]

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