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| <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{G} 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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{G} 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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{G} 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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{G} 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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.                                                                                                       | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.                                                                                                       | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.                                                                                                       | <b>Burning-Tree Emissary</b> (R/G)(R/G)<br>Creature -- Human Shaman<br>When this creature enters, add {R}{G}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                              |



When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{R\}.$$

- - - BACK FACE - - -

## Land

$$\{T\}: \text{Add } \{G\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
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| <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> <div>Creature -- Coyote</div> <div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> <div>Creature -- Coyote</div> <div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> <div>Creature -- Coyote</div> <div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> <div>Creature -- Coyote</div> <div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 | <div>Heartfire Hero</div> <div>R</div> <div>Creature -- Mouse Soldier</div> <div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                             | <div>Heartfire Hero</div> <div>R</div> <div>Creature -- Mouse Soldier</div> <div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                             | <div>Heartfire Hero</div> <div>R</div> <div>Creature -- Mouse Soldier</div> <div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                             |

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| <div><div>Heartfire Hero</div><div><div>R</div></div></div> <div><div>Creature -- Mouse Soldier</div><div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                            |
| <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                              | <div><div>Kumano Faces Kakkazan</div><div><div>R</div></div></div> <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><div>2/2</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Kumano Faces Kakkazan</div><div><div>R</div></div></div> <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><div>2/2</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Kumano Faces Kakkazan</div><div><div>R</div></div></div> <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><div>2/2</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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(As this Saga enters and after your draw step, add a lore counter.)

I -- This Saga deals 1 damage to each opponent and each planeswalker they control.

II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

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- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

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## Land

{T}, Pay 1 life: Add one mana of any color.

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®

Creature -- Human Monk

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

1/2

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Creature -- Human Monk

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

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Human Monk

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

**1/2**

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®

Instant

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.)

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®

Instant

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.)

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| <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</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>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                       | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                       | <div><div>Play with Fire</div><div><div>R</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Play with Fire</div><div><div>R</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                        | <div><div>Play with Fire</div><div><div>R</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Play with Fire</div><div><div>R</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ramunap Ruins</div></div> <div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin Warrior Ally

Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)  
Haste  
When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin Warrior Ally

Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)  
Haste  
When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin Warrior Ally

Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Haste

When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin Warrior Ally

Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Haste

When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

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Creature -- Spirit

**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.

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    |
| <div><div>Case of the Crimson Pulse 2R</div><div>Enchantment -- Case</div><div>When this Case enters, discard a card, then draw two cards.<br/>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Case of the Crimson Pulse 2R</div><div>Enchantment -- Case</div><div>When this Case enters, discard a card, then draw two cards.<br/>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cindervines RG</div><div>Enchantment</div><div>Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.<br/>{1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cindervines RG</div><div>Enchantment</div><div>Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.<br/>{1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div> <div> <b>Questing Druid</b> <div> <div>1</div> <div>G</div> </div> </div> <div>           Creature -- Human Druid         </div> <div>           Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div> <div> <div> <div> <div> <div> </div> </div> </div> </div> </div> <div> <div> <b>Seek the Beast</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Instant -- Adventure         </div> <div>           Exile the top two cards of your library. Until your next end step, you may play those cards.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div></div> | <div> <div> <b>Rending Volley</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div>           This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Rending Volley</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div>           This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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