

Angrath's Marauders 5RR Creature -- Human Pirate If a source you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angrath's Marauders 5RR Creature -- Human Pirate If a source you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angrath's Marauders 5RR Creature -- Human Pirate If a source you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angrath's Marauders 5RR Creature -- Human Pirate If a source you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution 1GG Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution 1GG Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - E_Kaminuma - Pioneer (Pioneer League)

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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

1 G G

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Game Trail Land As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Harbinger 1GG Creature -- Beast Hexproof from black Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Harbinger 1GG Creature -- Beast Hexproof from black Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kenrith, the Returned King 4W Legendary Creature -- Human Noble {R}: All creatures gain trample and haste until end of turn. {1}{G}: Put a +1/+1 counter on target creature. {2}{W}: Target player gains 5 life. {3}{U}: Target player draws a card. {4}{B}: Put target creature card from a graveyard onto the battlefield under its owner's control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Legion Warboss 2R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Warboss 2R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Warboss 2R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Warboss 2R Creature -- Goblin Soldier Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pia and Kiran Nalaar 2RR Legendary Creature -- Human Artificer When Pia and Kiran Nalaar enters, create two 1/1 colorless Thopter artifact creature tokens with flying. {2}{R}, Sacrifice an artifact: Pia and Kiran Nalaar deals 2 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pia and Kiran Nalaar 2RR Legendary Creature -- Human Artificer When Pia and Kiran Nalaar enters, create two 1/1 colorless Thopter artifact creature tokens with flying. {2}{R}, Sacrifice an artifact: Pia and Kiran Nalaar deals 2 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pia Nalaar 2R Legendary Creature -- Human Artificer When Pia Nalaar enters, create a 1/1 colorless Thopter artifact creature token with flying. {1}{R}: Target artifact creature gets +1/+0 until end of turn. {1}, Sacrifice an artifact: Target creature can't block this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains (T): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tithe Taker 1 W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tithe Taker 1 W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tithe Taker 1 W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tithe Taker 1 W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Voice of Resurgence G W Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence G W Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence G W Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence G W Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. [sideboard] 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 PLAY botbox.dev	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. [sideboard] 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 PLAY botbox.dev	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. [sideboard] 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 PLAY botbox.dev	Chandra's Defeat (R) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Chandra's Defeat R Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance 2 R R Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance 2 R R Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance 2 R R Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fire Prophecy 1 R Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Prophecy 1 R Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny 1 R G Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny 1 R G Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Scavenging Ooze 1 6 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze 1 6 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xenagos, the Reveler 2 R 6 Legendary Planeswalker -- Xenagos [+1]: Add X mana in any combination of {R} and/or {G}, where X is the number of creatures you control. [0]: Create a 2/2 red and green Satyr creature token with haste. [-6]: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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