

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

<p>Burning-Tree Emissary (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Burning-Tree Emissary (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Burning-Tree Emissary (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Burning-Tree Emissary (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Cacophony Scamp (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cacophony Scamp (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cacophony Scamp (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cacophony Scamp (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cunning Coyote</div> <div>1R</div> <div>Creature -- Coyote</div> <div>Haste When this creature enters, another target creature you control gets +1/+1 and gains haste 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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cunning Coyote</div> <div>1R</div> <div>Creature -- Coyote</div> <div>Haste When this creature enters, another target creature you control gets +1/+1 and gains haste 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.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Cunning Coyote<div>1R</div><div>Creature -- Coyote</div><div>Haste When this creature enters, another target creature you control gets +1/+1 and gains haste 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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Den of the Bugbear<div></div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Den of the Bugbear<div></div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Karplusan Forest<div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Monstrous Rage</div> <div>Instant</div> <div> <p>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.)</p> </div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - CristRod - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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

<div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {R}.</div><div>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</div></div><div><div>2</div><div>R</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Reckless Bushwhacker</div><div>Creature -- Goblin Warrior Ally</div><div><div>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)</div><div>Haste</div><div>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</div></div><div><div>2</div><div>R</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Reckless Bushwhacker</div><div>Creature -- Goblin Warrior Ally</div><div><div>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)</div><div>Haste</div><div>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</div></div><div><div>2</div><div>R</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Reckless Bushwhacker</div><div>Creature -- Goblin Warrior Ally</div><div><div>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)</div><div>Haste</div><div>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</div></div><div><div>2</div><div>R</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) 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}.) 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>Tyvar's Stand</div><div>Instant</div><div>Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tyvar's Stand</div><div>Instant</div><div>Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Bonecrusher Giant</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>[sideboard]</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp</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><div>Bonecrusher Giant</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>[sideboard]</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp</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><div>Kari Zev's Expertise</div><div>Sorcery</div><div>Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn. You may cast a spell with mana value 2 or less from your hand without paying its mana cost.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Magebane Lizard</div><div>Creature -- Lizard</div><div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Magebane Lizard (1)(R) Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magebane Lizard (1)(R) Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison (G) Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison (G) Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pick Your Poison (G) Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Ferocidon (2)(R) Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Ferocidon (2)(R) Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Shot (R)(R) Sorcery Scorching Shot deals 5 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scorching Shot deals 5 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scorching Shot deals 5 damage to
target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Exile up to two target cards from a single graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev