

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

<div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> <div>When this creature enters, add {R}{G}.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> <div>When this creature enters, add {R}{G}.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> <div>When this creature enters, add {R}{G}.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Burning-Tree Emissary</div> <div> <div>R/G</div> <div>R/G</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> <div>When this creature enters, add {R}{G}.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<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>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> <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>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><div>Den of the Bugbear</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><div>Karplusan Forest</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>	<div><div>Karplusan Forest</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>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>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>

Ramunap Ruins

Land - - Desert

```
{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

Reckless Bushwhacker (2) (R)

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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($\{T\}$: Add $\{R\}$ or $\{G\}$.)
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Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zurgo Bellstriker

Legendary Creature -- Orc Warrior

Zurgo can't block creatures with power 2 or greater.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Moon

Enchantment

As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."

[sidebar]

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obliterating Bolt

Sorcerv

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sidebar]

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[sidebar]

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	Pithing Needle (1) Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [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	Rending Volley (R) Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley (R) Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley (R) Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Shapers' Sanctuary</div><div>Enchantment</div><div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shapers' Sanctuary</div><div>Enchantment</div><div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shapers' Sanctuary</div><div>Enchantment</div><div>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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