

<div> Atarka's Command (R)(G) </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Atarka's Command (R)(G) </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Atarka's Command (R)(G) </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Atarka's Command (R)(G) </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Burning-Tree Emissary (R/G)(R/G) </div> <div> Creature -- Human Shaman </div> <div> When this creature enters, add {R}{G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Burning-Tree Emissary (R/G)(R/G) </div> <div> Creature -- Human Shaman </div> <div> When this creature enters, add {R}{G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Burning-Tree Emissary (R/G)(R/G) </div> <div> Creature -- Human Shaman </div> <div> When this creature enters, add {R}{G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Burning-Tree Emissary (R/G)(R/G) </div> <div> Creature -- Human Shaman </div> <div> When this creature enters, add {R}{G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - __OVC__ - Pioneer (Pioneer Challenge 32)

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;
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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<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>

Cunning Coyote (1)(R) Creature -- Coyote <hr/> 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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Cunning Coyote (1)(R) Creature -- Coyote <hr/> 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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Den of the Bugbear Land <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Den of the Bugbear Land <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Fanatical Firebrand (R) Creature -- Goblin Pirate <hr/> Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Fanatical Firebrand (R) Creature -- Goblin Pirate <hr/> Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Fanatical Firebrand (R) Creature -- Goblin Pirate <hr/> Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Karplusan Forest Land <hr/> {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - __OVC__ - Pioneer (Pioneer Challenge 32)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div> <div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Etching of Kumano</div> <div>Enchantment Creature -- Human Shaman</div> <div>Haste</div> <div>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Playtest cards - __OVC__ - Pioneer (Pioneer Challenge 32)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Legion Loyalist (R) Creature -- Goblin Soldier <hr/> Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Legion Loyalist (R) Creature -- Goblin Soldier <hr/> Haste Battalion -- Whenever this creature and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Monstrous Rage (R) Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Monstrous Rage (R) Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div>Phoenix Chick</div><div><div>R</div></div><div>Creature -- Phoenix</div><div>Flying, haste This creature can't block. Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phoenix Chick</div><div><div>R</div></div><div>Creature -- Phoenix</div><div>Flying, haste This creature can't block. Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Play with Fire</div><div><div>R</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><div>Play with Fire</div><div><div>R</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>
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Reckless Bushwhacker ②③ 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. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Bushwhacker ②③ 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. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Bushwhacker ②③ 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. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Bushwhacker ②③ 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. <div>2/1</div> 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.	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.	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.	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.

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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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.)

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Case of the Crimson Pulse (2)(R)

Enchantment -- Case

When this Case enters, discard a card, then draw two cards.
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Crimson Pulse (2)(R)

Enchantment -- Case

When this Case enters, discard a card, then draw two cards.
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kari Zev's Expertise ¹_R_R

Sorcery

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kari Zev's Expertise ¹_R_R

Sorcery

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.

[sideboard]

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G

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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.

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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.

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®

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

This spell can't be countered.
Rending Volley deals 4 damage to
target white or blue creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

This spell can't be countered.
Rending Volley deals 4 damage to
target white or blue creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scorching Shot deals 5 damage to target creature.

[sideboard]

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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.

<div><div><div>Searing Blood</div><div><div>R</div><div>R</div></div></div><div><div>Instant</div><div>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Searing Blood</div><div><div>R</div><div>R</div></div></div><div><div>Instant</div><div>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tears of Valakut</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>This spell can't be countered. Tears of Valakut deals 5 damage to target creature with flying.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	