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.)

3/2

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.)

3/2

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.)

3/2

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

Burning-Tree Emissary (R/G)(R/G)

Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Burning-Tree Emissary {R/G}{R/G}

Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning-Tree Emissary {R/G}{R/G}

Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning-Tree Emissary {R/G}{R/G}

Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Copperline Gorge

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

Copperline Gorge

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

Copperline Gorge

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

Copperline Gorge

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

Cragcrown Pathway

Land

{T}: Add {R}.

- - - BACK FACE - - -

Timbercrown Pathway

Land

{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Cragcrown Pathway

Land

{T}: Add {R}.

- - - BACK FACE - - -

Timbercrown Pathway

Land

{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cunning Coyote (1)(R)

Creature -- Coyote

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cunning Coyote (1)(R)

Creature -- Coyote

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cunning Coyote (1)(R)

Creature -- Coyote

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cunning Coyote (1)(R)

Creature -- Coyote

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den of the Bugbear

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den of the Bugbear

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero (R)

Creature -- Mouse Soldier

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.
When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Heartfire Hero (R)

Creature -- Mouse Soldier

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.
When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero (R)

Creature -- Mouse Soldier

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.
When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero (R)

Creature -- Mouse Soldier

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.
When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent (1)(G)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Kumano Faces Kakkazan Ⓡ

Enchantment -- Saga

(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.

- - - BACK FACE - - -

Etching of Kumano

Enchantment Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kumano Faces Kakkazan Ⓡ

Enchantment -- Saga

(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.

- - - BACK FACE - - -

Etching of Kumano

Enchantment Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kumano Faces Kakkazan Ⓡ

Enchantment -- Saga

(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.

- - - BACK FACE - - -

Etching of Kumano

Enchantment Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kumano Faces Kakkazan Ⓡ

Enchantment -- Saga

(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.

- - - BACK FACE - - -

Etching of Kumano

Enchantment Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear Ⓡ

Creature -- Human Monk

Haste
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

Monastery Swiftspear Ⓡ

Creature -- Human Monk

Haste
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

Monastery Swiftspear Ⓡ

Creature -- Human Monk

Haste
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

Monastery Swiftspear Ⓡ

Creature -- Human Monk

Haste
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

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Monstrous Rage (R)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage (R)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage (R)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage (R)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Play with Fire (R)

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Play with Fire (R)

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Play with Fire (R)

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

Play with Fire (R)

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

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

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

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

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

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

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 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.

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.

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.

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

End the Festivities (R)

Sorcery

End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

End the Festivities (R)

Sorcery

End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage (1)

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Grafdigger's Cage (1)

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

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]

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]

1/4

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]

1/4

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]

1/4

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

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Scorching Shot (R)(R)

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shapers' Sanctuary (G)

Enchantment

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerback Terror (2)(R)(R)

Creature -- Scorpion Dragon

Flying, trample
This creature gets -1/-1 for each card in your hand.
Plot {2}{R} (You may pay {2}{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.)

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ti0Patinhas - Pioneer (Pioneer Challenge 32) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.