

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.
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.	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.	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

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Coyote 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 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 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
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Emberheart Challenger (1)(R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger (1)(R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 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
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. 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. 1/1 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
Kumano Faces Kakkazan (R) 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 (R) 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 (R) 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 (R) 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

Playtest cards - Hernan72 - 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;

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

Monastery Swiftspear R 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 PLAYbotbox.dev	Monastery Swiftspear R 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 PLAYbotbox.dev	Monastery Swiftspear R 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 PLAYbotbox.dev	Monastery Swiftspear R 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Mountain Basic Land -- Mountain ([T]): Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with Fire 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 PLAYbotbox.dev	Play with Fire 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 PLAYbotbox.dev	Play with Fire 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 PLAYbotbox.dev
Play with Fire 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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 PLAY botbox.dev

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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.

[sidebar]

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magebane Lizard ①®

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.

[sidebar]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obliterating Bolt 1 R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [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] 3/3 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] 3/3 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] 3/3 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

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

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7/7

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[sideboard]

7/7

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