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- \* 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.

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**RG**

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②R

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

4/3

- - - ADVENTURE - - -

① ② R

Damage can't be prevented this turn.  
Stomp deals 2 damage to any target.

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4/3

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4/3

- - - ADVENTURE - - -

① ②

Damage can't be prevented this turn.  
Stomp deals 2 damage to any target.

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**R** **G**

Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.

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

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.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                       |
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| <div><div>Break Out</div><div><div>R</div><div>G</div></div></div> <div>Sorcery</div> <div>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Break Out</div><div><div>R</div><div>G</div></div></div> <div>Sorcery</div> <div>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Burning-Tree Emissary</div><div><div>R/G</div><div>R/G</div></div></div> <div>Creature -- Human Shaman</div> <div>When this creature enters, add {R}{G}.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Burning-Tree Emissary</div><div><div>R/G</div><div>R/G</div></div></div> <div>Creature -- Human Shaman</div> <div>When this creature enters, add {R}{G}.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <div><div>Cunning Coyote</div><div>1R</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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><div>Cunning Coyote</div><div>1R</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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><div>Cunning Coyote</div><div>1R</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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><div>Cunning Coyote</div><div>1R</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>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> |

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| <b>Den of the Bugbear</b><br>Land<br><p>If you control two or more other lands, this land enters tapped.<br/> {T}: Add {R}.<br/> {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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                          | <b>Den of the Bugbear</b><br>Land<br><p>If you control two or more other lands, this land enters tapped.<br/> {T}: Add {R}.<br/> {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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                          | <b>Experiment One</b> <span>6</span><br>Creature -- Human Ooze<br><p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)<br/> Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Experiment One</b> <span>6</span><br>Creature -- Human Ooze<br><p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)<br/> Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
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Basic Land -- Forest

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Creature -- Beast

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4/4

Creature -- Beast

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

Creature -- Lizard Warlock

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2/3

Creature -- Lizard Warlock

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/3

Creature -- Lizard Mercenary

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

Creature -- Lizard Mercenary

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

## Land

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Land

---

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

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Creature -- Goblin Soldier

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.

1/1

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Basic Land -- Mountain

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( $\{T\}$ : Add  $\{R\}$ .)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Basic Land -- Mountain

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( $\{T\}$ : Add  $\{R\}$ .)

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### Creature -- Elf Warrior

Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.

As long as this creature has three or more +1/+1 counters on it, it has trample.

1/1

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1/1

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| <div>Reckless Bushwhacker 2R</div> <div>Creature -- Goblin Warrior Ally</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.)<br/>Haste<br/>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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Reckless Bushwhacker 2R</div> <div>Creature -- Goblin Warrior Ally</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.)<br/>Haste<br/>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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Reckless Bushwhacker 2R</div> <div>Creature -- Goblin Warrior Ally</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.)<br/>Haste<br/>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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Reckless Bushwhacker 2R</div> <div>Creature -- Goblin Warrior Ally</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.)<br/>Haste<br/>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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Stomping Ground</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>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>Stomping Ground</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>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>Stomping Ground</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>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>Stomping Ground</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>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>                                                                                                                                                                                           |

**RG**

When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn.

3/2

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**RG**

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3/2

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3/2

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®

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

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**RG**

Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.

{1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.

[sidebar]

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① R

Enchant player  
Whenever enchanted player casts a spell other than the first spell they cast each turn or copies a spell, this Aura deals 2 damage to them.

[sidebar]

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**RG**

Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.

[sidebar]

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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]

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② ③

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

②R

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/3

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®

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  
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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Roast deals 5 damage to target creature without flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sidebar]

2/2

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| <div> <div>Scavenging Ooze</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Ooze</div> <div> <div>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Witchstalker Frenzy</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Witchstalker Frenzy</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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