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| <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 |

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| <p><b>Burning-Tree Emissary</b> (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                              | <p><b>Burning-Tree Emissary</b> (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                              | <p><b>Burning-Tree Emissary</b> (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                              | <p><b>Burning-Tree Emissary</b> (R/G)(R/G)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, add {R}{G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                              |
| <p><b>Cacophony Scamp</b> (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cacophony Scamp</b> (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cacophony Scamp</b> (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cacophony Scamp</b> (R)</p> <p>Creature -- Phyrexian Goblin Warrior</p> <p>Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>When this creature dies, it deals damage equal to its power to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Tio1988-LosMagioos - Pioneer (Pioneer League)

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                     | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                    |
| <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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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| <div>Karplusan Forest<div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div>Karplusan Forest<div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div>Karplusan Forest<div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div>Karplusan Forest<div></div><div>Land</div><div>{T}: Add {C}.<br/>{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>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste</p> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste</p> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste</p> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste</p> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> |
| <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     | <div><div><div>Play with Fire</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><div>Play with Fire</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><div>Play with Fire</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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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ramunap Ruins</div></div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ramunap Ruins</div></div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Reckless Bushwhacker</div><div><div>2</div><div>R</div></div></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><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Reckless Bushwhacker</div><div><div>2</div><div>R</div></div></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><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Reckless Bushwhacker</div><div><div>2</div><div>R</div></div></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><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Reckless Bushwhacker</div><div><div>2</div><div>R</div></div></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><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sokenzan, Crucible of Defiance</div></div> <div>Legendary Land</div> <div>{T}: Add {R}.<br/>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.</div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <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>                                                                                                                                                                                                                            | <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>                                                                                                                                                                                                                            | <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>                                                                                                                                                                                                                            | <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>                                                                                                                                                                          |
| <div><div>Bonecrusher Giant2R</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp1R</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Bonecrusher Giant2R</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp1R</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Bonecrusher Giant2R</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp1R</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Case of the Crimson Pulse2R</div><div>Enchantment -- Case</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Grafdigger's Cage</b> ①<br>Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                               | <b>Kari Zev's Expertise</b> ①R R<br>Sorcery<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kari Zev's Expertise</b> ①R R<br>Sorcery<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Magebane Lizard</b> ①R<br>Creature -- Lizard<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Magebane Lizard</b> ①R<br>Creature -- Lizard<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Magebane Lizard</b> ①R<br>Creature -- Lizard<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                           | <b>Pick Your Poison</b> G<br>Sorcery<br><hr/> Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Rending Volley</b> R<br>Instant<br><hr/> This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                       |

Scorching Shot

R

R

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scorching Shot

R

R

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scorching Shot

R

R

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Tio1988-LosMaggioos - Pioneer (Pioneer League)

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.