Agatha of the Vile Cauldron (R)(G)

Legendary Creature -- Human Warlock

Activated abilities of creatures you control cost {X} less to activate, where X is Agatha's power. This effect can't reduce the mana in that cost to less than one mana.
{4}{R}{G}: Other creatures you control get +1/+1 and gain trample and haste until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{4}{R}{G}: Other creatures you control get +1/+1 and gain trample and haste until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bard Class (R)(G)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter with an additional +1/+1 counter on them.
{R}{G}: Level 2
Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.
{3}{R}{G}: Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bard Class (R)(G)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter with an additional +1/+1 counter on them.
{R}{G}: Level 2
Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(Gain the next level as a sorcery to add its ability.)
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Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.
{3}{R}{G}: Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(Gain the next level as a sorcery to add its ability.)
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{R}{G}: Level 2
Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay.
{3}{R}{G}: Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hluca - Pioneer (Pioneer League) 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.

Commercial District

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District

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This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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Commercial District

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This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commune with Spirits (G)

Sorcery

Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commune with Spirits (G)

Sorcery

Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hluca - Pioneer (Pioneer League) 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

Cragcrown Pathway

Land

{T}: Add {R}.

- - - BACK FACE - - -

Timbercrown Pathway

Land

{T}: Add {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

Cragcrown Pathway

Land

{T}: Add {R}.

- - - BACK FACE - - -

Timbercrown Pathway

Land

{T}: Add {G}.

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

Domri, Anarch of Bolas {1}{R}{G}

Legendary Planeswalker -- Domri

Creatures you control get +1/+0.
[+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered.
[-2]: Target creature you control fights target creature you don't control.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hluca - Pioneer (Pioneer League) 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.

Gallia of the Endless Dance {R}{G}

Legendary Creature -- Satyr

Haste
Other Satyrs you control get +1/+1 and have haste.
Whenever you attack with three or more creatures, you may discard a card at random. If you do, draw two cards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hajar, Loyal Bodyguard {R}{G}

Legendary Creature -- Human Soldier

Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn.

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Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun {1}{R}

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.
Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun {1}{R}

Legendary Creature -- Human Knight

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Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Itzquinth, Firstborn of Gishath {R}{G}

Legendary Creature -- Dinosaur

Haste
When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Dinosaur

Haste
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Klothys, God of Destiny (1)(R)(G)

Legendary Enchantment Creature -- God

Indestructible
As long as your devotion to red and green is less than seven, Klothys isn't a creature.
At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Amber (0)

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

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Oath of Chandra {1}{R}

Legendary Enchantment

When Oath of Chandra enters, it deals 3 damage to target creature an opponent controls.
At the beginning of each end step, if a planeswalker entered the battlefield under your control this turn, Oath of Chandra deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Chandra {1}{R}

Legendary Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Nissa {G}

Legendary Enchantment

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.
You may spend mana as though it were mana of any color to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Nissa {G}

Legendary Enchantment

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You may spend mana as though it were mana of any color to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby, Daring Tracker {R}{G}

Legendary Creature -- Human Scout

Haste (This creature can attack and {T} as soon as it comes under your control.)
Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.
{T}: Add {R} or {G}.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby, Daring Tracker {R}{G}

Legendary Creature -- Human Scout

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hluca - Pioneer (Pioneer League) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.
{T}: Add {R} or {G}.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Samut, Vizier of Naktamun {1}{R}{G}

Legendary Creature -- Human Warrior Cleric

First strike, vigilance, haste
Whenever a creature you control deals combat damage to a player, if that creature entered this turn, draw a card.

2/3

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

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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

Targ Nar, Demon-Fang Gnoll {R}{G}

Legendary Creature -- Gnoll

Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn.
{2}{R}{G}: Double Targ Nar's power and toughness until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hluca - Pioneer (Pioneer League) 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.

Xenagos, the Reveler {2}{R}{G}

Legendary Planeswalker -- Xenagos

[+1]: Add X mana in any combination of {R} and/or {G}, where X is the number of creatures you control.
[0]: Create a 2/2 red and green Satyr creature token with haste.
[-6]: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xenagos, the Reveler {2}{R}{G}

Legendary Planeswalker -- Xenagos

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zurgo Bellstriker {R}

Legendary Creature -- Orc Warrior

Zurgo can't block creatures with power 2 or greater.
Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Orc Warrior

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Moon {R}

Enchantment

As this enchantment enters, choose a nonbasic land card name.
Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Moon {R}

Enchantment

As this enchantment enters, choose a nonbasic land card name.
Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jegantha, the Wellspring {4}{R/G}

Legendary Creature -- Elemental Elk

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lithomantic Barrage (R)

Sorcery

This spell can't be countered.
Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[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

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

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

Ruric Thar, the Unbowed (4)(R)(G)

Legendary Creature -- Ogre Warrior

Reach, vigilance
Ruric Thar attacks each combat if able.
Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo's Safekeeping (G)

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse (2)

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hluca - 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.