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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.                                                                                                          | <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.                                                                                                          | <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.                                                                                                          | <b>Burning-Tree Emissary</b> (R/G)(R/G)<br>Creature -- Human Shaman<br>When this creature enters, add {R}{G}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                              |



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| <div> <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Coyote</div> <div> <div>Haste</div> <div>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Coyote</div> <div> <div>Haste</div> <div>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Coyote</div> <div> <div>Haste</div> <div>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Coyote</div> <div> <div>Haste</div> <div>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Den of the Bugbear</div> <div></div> </div> <div> <div>Land</div> <div> <div>If you control two or more other lands, this land enters tapped.</div> <div>{T}: Add {R}.</div> <div>{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.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                        | <div> <div>Heartfire Hero</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> <div>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.</div> <div>When this creature dies, it deals damage equal to its power to each opponent.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       | <div> <div>Heartfire Hero</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> <div>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.</div> <div>When this creature dies, it deals damage equal to its power to each opponent.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       | <div> <div>Heartfire Hero</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> <div>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.</div> <div>When this creature dies, it deals damage equal to its power to each opponent.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       |

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| <div><div>Heartfire Hero</div><div><div>R</div></div></div> <div><div>Creature -- Mouse Soldier</div><div>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.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div><div>Karplusan Forest</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                              | <div><div>Kumano Faces Kakkazan</div><div><div>R</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste<br/>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</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>Kumano Faces Kakkazan</div><div><div>R</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste<br/>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</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>Kumano Faces Kakkazan</div><div><div>R</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div>Haste<br/>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

®

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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 - - -

Enchantment Creature -- Human Shaman

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

2/2

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®

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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1/2

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Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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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.)

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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.)

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sheet 5/10 - 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>Monstrous Rage</div><div><div>R</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                       | <div><div>Play with Fire</div><div><div>R</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Play with Fire</div><div><div>R</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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## 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.

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## Thornspire Verge

Land

{T}: Add {R}.  
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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## Thornspire Verge

Land

{T}: Add {R}.  
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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**Zurgo Bellstriker**

©

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

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## Claim the Firstborn

®

## Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

[sidebar]

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## Claim the Firstborn

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## Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

[sidebar]

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## Claim the Firstborn

®

## Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

[sidebar]

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## Destructive Revelry

®

RC

Instant

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

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[sideboard]
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**R G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**R G**

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

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①

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

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① ② R

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.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.

1/4

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®

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

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sheet 9/10 - 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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This spell can't be countered.  
Rending Volley deals 4 damage to  
target white or blue creature.

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®

This spell can't be countered.  
Rending Volley deals 4 damage to  
target white or blue creature.

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Ⓒ

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

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