

Atarka's Command (R)(G) Instant Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atarka's Command (R)(G) Instant Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atarka's Command (R)(G) Instant Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atarka's Command (R)(G) Instant Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute (G)(G) Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devastating Summons R Sorcery As an additional cost to cast this spell, sacrifice X lands. Create two X/X red Elemental creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experiment One G Creature -- Human Ooze 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.) 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Experiment One (G) Creature -- Human Ooze 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.) 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experiment One (G) Creature -- Human Ooze 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.) 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experiment One (G) Creature -- Human Ooze 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.) 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kird Ape (R) Creature -- Ape This creature gets +1/+2 as long as you control a Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kird Ape (R) Creature -- Ape This creature gets +1/+2 as long as you control a Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kird Ape (R) Creature -- Ape This creature gets +1/+2 as long as you control a Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kird Ape (R) Creature -- Ape This creature gets +1/+2 as long as you control a Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Bushwhacker 2R Creature -- Goblin Warrior Ally Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Bushwhacker 2R Creature -- Goblin Warrior Ally Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Bushwhacker 2R Creature -- Goblin Warrior Ally Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Bushwhacker 2R Creature -- Goblin Warrior Ally Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Snow-Covered Mountain Basic Snow Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vexing Devil Ⓡ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil Ⓡ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil Ⓡ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil Ⓡ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wild Nacatl Ⓞ Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Nacatl Ⓞ Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Nacatl Ⓞ Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Nacatl Ⓞ Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Alpine Moon 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 PLAYbotbox.dev	Alpine Moon 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 PLAYbotbox.dev	Alpine Moon 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 PLAYbotbox.dev	Ancient Grudge Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

By Force X R Sorcery Destroy X target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destructive Revelry R G Instant Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shattering Spree R Sorcery Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	