

Blacksmith's Talent R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blacksmith's Talent R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brambleguard Captain 3R Creature -- Mouse Soldier At the beginning of combat on your turn, target creature you control gets +X/+0 until end of turn, where X is this creature's power. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brambleguard Captain 3R Creature -- Mouse Soldier At the beginning of combat on your turn, target creature you control gets +X/+0 until end of turn, where X is this creature's power. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emberheart Challenger 1R Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger 1R Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger 1R Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger 1R Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero (R) Creature -- Mouse Soldier 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. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier 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. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier 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. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier 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. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Koth, Fire of Resistance (2)(R)(R) Legendary Planeswalker -- Koth [+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Koth, Fire of Resistance (2)(R)(R) Legendary Planeswalker -- Koth [+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifold Mouse (1)(R) Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifold Mouse (1)(R) Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rockface Village

Land

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2 R R

Creature -- Elemental Cat

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

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Artifact -- Equipment

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.
Equip {3}

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War Squeak Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War Squeak Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War Squeak Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War Squeak Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Agate Assault Sorcery Choose one -- * Agate Assault deals 4 damage to target creature. If that creature would die this turn, exile it instead. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agate Assault Sorcery Choose one -- * Agate Assault deals 4 damage to target creature. If that creature would die this turn, exile it instead. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agate Assault Sorcery Choose one -- * Agate Assault deals 4 damage to target creature. If that creature would die this turn, exile it instead. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brambleguard Captain Creature -- Mouse Soldier At the beginning of combat on your turn, target creature you control gets +X/+0 until end of turn, where X is this creature's power. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brambleguard Captain ③②① Creature -- Mouse Soldier At the beginning of combat on your turn, target creature you control gets +X/+0 until end of turn, where X is this creature's power. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Hearthborn Battler ②①① Creature -- Lizard Warlock Haste Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Hearthborn Battler ②①① Creature -- Lizard Warlock Haste Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Koth, Fire of Resistance ②①①① Legendary Planeswalker -- Koth [+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td>	Hearthborn Battler ②①① Creature -- Lizard Warlock Haste Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Hearthborn Battler ②①① Creature -- Lizard Warlock Haste Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Koth, Fire of Resistance ②①①① Legendary Planeswalker -- Koth [+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Hearthborn Battler ②①① Creature -- Lizard Warlock Haste Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Koth, Fire of Resistance ②①①① Legendary Planeswalker -- Koth [+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Koth, Fire of Resistance ②①①① Legendary Planeswalker -- Koth [+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ojer Axonil, Deepest Might ②①①① Legendary Creature -- God Trample If a red source you control would deal an amount of noncombat damage less than Ojer Axonil's power to an opponent, that source deals damage equal to Ojer Axonil's power instead. When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control. [sideboard] 4/4 ----- BACK FACE ----- Temple of Power Land (Transforms from Ojer Axonil, Deepest Might.) {T}: Add {R}. {2}{R}, {T}: Transform this land. Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Ojer Axonil, Deepest Might ②①①① Legendary Creature -- God Trample If a red source you control would deal an amount of noncombat damage less than Ojer Axonil's power to an opponent, that source deals damage equal to Ojer Axonil's power instead. When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control. [sideboard] 4/4 ----- BACK FACE ----- Temple of Power Land (Transforms from Ojer Axonil, Deepest Might.) {T}: Add {R}. {2}{R}, {T}: Transform this land. Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Scytheclaw Raptor ②①① Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Scytheclaw Raptor ②①① Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td> </td>	Ojer Axonil, Deepest Might ②①①① Legendary Creature -- God Trample If a red source you control would deal an amount of noncombat damage less than Ojer Axonil's power to an opponent, that source deals damage equal to Ojer Axonil's power instead. When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control. [sideboard] 4/4 ----- BACK FACE ----- Temple of Power Land (Transforms from Ojer Axonil, Deepest Might.) {T}: Add {R}. {2}{R}, {T}: Transform this land. Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Scytheclaw Raptor ②①① Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Scytheclaw Raptor ②①① Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Scytheclaw Raptor ②①① Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Scytheclaw Raptor ②①① Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Scytheclaw Raptor ②①① Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scytheclaw Raptor ②②R Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulless Jailer ② Artifact Creature -- Phyrexian Golem Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulless Jailer ② Artifact Creature -- Phyrexian Golem Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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