Ancestral Anger (R)

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Sell-Sword (1)(B)

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - - -

Burn Together (R)

Sorcery -- Adventure

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

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Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clockwork Percussionist {R}

Artifact Creature -- Monkey Toy

Haste
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmaw's Ire {R}

Instant

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmaw's Ire {R}

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Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Scapegoat {R}

Creature -- Goat

Haste
When this creature enters, suspect it. (It has menace and can't block.)
Whenever one or more other creatures you control enter, if this creature is suspected, you may suspect one of the other creatures. If you do, this creature is no longer suspected.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Full Bore {R}

Instant

Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Resonance {2}{R}{R}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Leyline of Resonance 2RR

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Quicksilver, Brash Blur (R)

Legendary Creature -- Mutant Hero

If Quicksilver, Brash Blur is in your opening hand, you may begin the game with him on the battlefield.
Haste
Power-up -- {4}{R}: Put a +1/+1 counter and a double strike counter on Quicksilver. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Ransacking {1}{R}

Instant

Target creature gets +3/+2 until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slickshot Show-Off {1}{R}

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
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.)

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turn Inside Out {R}

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zhao, the Moon Slayer {1}{R}

Legendary Creature -- Human Soldier

Menace
Nonbasic lands enter tapped.
{7}: Put a conqueror counter on Zhao.
As long as Zhao has a conqueror counter on him, nonbasic lands are Mountains. (They lose all other land types and abilities and have "{T}: Add {R}.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emberheart Challenger {1}{R}

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.

[sideboard]

2/2

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Gandalf, Goblins' Bane 2R

Legendary Creature -- Avatar Wizard

Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.

[sideboard]

2/3

- - - ADVENTURE - - -

Flameshape 1R

Sorcery -- Adventure

Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rockface Village

Land

{T}: Add {C}.
{T}: Add {R}. Spend this mana only to cast a creature spell.
{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx 2RR

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.

[sideboard]

5/4

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[sideboard]

5/4

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[sideboard]

5/4

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[sideboard]

5/4

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[sideboard]

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[sideboard]

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