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| <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |
| <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          | <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          | <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          | <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          |

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| <div><div><div>Hired Claw</div><div><div>R</div></div></div><div><div>Creature -- Lizard Mercenary</div><div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      | <div><div><div>Hired Claw</div><div><div>R</div></div></div><div><div>Creature -- Lizard Mercenary</div><div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hired Claw</div><div><div>R</div></div></div><div><div>Creature -- Lizard Mercenary</div><div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hired Claw</div><div><div>R</div></div></div><div><div>Creature -- Lizard Mercenary</div><div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Kellan, Planar Trailblazer</div><div><div>1</div><div>R</div></div></div><div><div>Legendary Creature -- Human Faerie Scout</div><div>{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."<br/>{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                   | <div><div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                   | <div><div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                   |

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| <div><div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div><div>1</div><div>R</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Magebane Lizard</div><div>Creature -- Lizard</div><div>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.</div></div><div><div>1</div><div>R</div></div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Magebane Lizard</div><div>Creature -- Lizard</div><div>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.</div></div><div><div>1</div><div>R</div></div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</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><div><div>Mountain</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><div><div>Mountain</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><div><div>Mountain</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><div><div>Mountain</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> |

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| <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                              | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ojer Axonil, Deepest Might</div><div>2RR</div><div>Legendary Creature -- God</div><div>Trample<br/>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.<br/>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div><div>BACK FACE</div><div>Temple of Power</div><div>Land</div><div>(Transforms from Ojer Axonil, Deepest Might.)<br/>{T}: Add {R}.<br/>{2}{R}, {T}: Transform this land.<br/>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ojer Axonil, Deepest Might</div><div>2RR</div><div>Legendary Creature -- God</div><div>Trample<br/>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.<br/>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div><div>BACK FACE</div><div>Temple of Power</div><div>Land</div><div>(Transforms from Ojer Axonil, Deepest Might.)<br/>{T}: Add {R}.<br/>{2}{R}, {T}: Transform this land.<br/>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Ojer Axonil, Deepest Might</div><div><div>2</div><div>R</div><div>R</div></div></div><div><div>Legendary Creature -- God</div><div>Trample<br/>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.<br/>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div></div><div><div>----- BACK FACE -----</div><div>Temple of Power</div><div>Land</div><div>(Transforms from Ojer Axonil, Deepest Might.)<br/>{T}: Add {R}.<br/>{2}{R}, {T}: Transform this land.<br/>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    | <div><div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    | <div><div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    |

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| <div><div>Scalding Viper<div><div>1R</div></div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div>Steam Clean<div><div>1U</div></div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Viper<div><div>1R</div></div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div>Steam Clean<div><div>1U</div></div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Viper<div><div>1R</div></div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div>Steam Clean<div><div>1U</div></div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Viper<div><div>1R</div></div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div>Steam Clean<div><div>1U</div></div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Shock<div><div>R</div></div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Shock<div><div>R</div></div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Shock<div><div>R</div></div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Shock<div><div>R</div></div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                    |

## 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.

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## 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.

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## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

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## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

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Land

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## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

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## Starting Town

Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Starting Town

Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Tersa Lightshatter<div>2R</div></div><div>Legendary Creature -- Orc Wizard</div><div><p>Haste</p><p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p><p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Tersa Lightshatter<div>2R</div></div><div>Legendary Creature -- Orc Wizard</div><div><p>Haste</p><p>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</p><p>Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.</p></div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Hidetsugu's Second Rite<div>3R</div></div><div>Instant</div><div><p>If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div>Hidetsugu's Second Rite<div>3R</div></div><div>Instant</div><div><p>If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div>Hidetsugu's Second Rite<div>3R</div></div><div>Instant</div><div><p>If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div>Hidetsugu's Second Rite<div>3R</div></div><div>Instant</div><div><p>If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                |

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| <div><div>Phantom Interference</div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br/>+ {1} -- Counter target spell unless its controller pays {2}.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div><div>Phantom Interference</div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br/>+ {1} -- Counter target spell unless its controller pays {2}.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      | <div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      |
| <div><div>Soul-Guide Lantern</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Soul-Guide Lantern</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Soul-Guide Lantern</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Soul-Guide Lantern</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Spell Pierce</b> <span>U</span> </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Sunspine Lynx</b> <span>2RR</span> </div> <div> Creature -- Elemental Cat </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Sunspine Lynx</b> <span>2RR</span> </div> <div> Creature -- Elemental Cat </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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