

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

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

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

Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone-Cairn Butcher (1)(R)(W)(B)

Creature -- Demon

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Attacking tokens you control have deathtouch.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bone-Cairn Butcher (1)(R)(W)(B)

Creature -- Demon

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Attacking tokens you control have deathtouch.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inevitable Defeat 1RWB Instant This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inevitable Defeat 1RWB Instant This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Devotee W Creature -- Human Scout When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) {1}: Add {R}, {W}, or {B}. Activate only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Devotee W Creature -- Human Scout When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) {1}: Add {R}, {W}, or {B}. Activate only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Devotee W Creature -- Human Scout When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) {1}: Add {R}, {W}, or {B}. Activate only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mardu Devotee W Creature -- Human Scout When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) {1}: Add {R}, {W}, or {B}. Activate only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Monument 2 Artifact When this artifact enters, search your library for a basic Mountain, Plains, or Swamp card, reveal it, put it into your hand, then shuffle. {2}{R}{W}{B}, {T}, Sacrifice this artifact: Create three 1/1 red Warrior creature tokens. They gain menace and haste until end of turn. Activate only as a sorcery. (A creature with menace can't be blocked except by two or more creatures.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Monument 2 Artifact When this artifact enters, search your library for a basic Mountain, Plains, or Swamp card, reveal it, put it into your hand, then shuffle. {2}{R}{W}{B}, {T}, Sacrifice this artifact: Create three 1/1 red Warrior creature tokens. They gain menace and haste until end of turn. Activate only as a sorcery. (A creature with menace can't be blocked except by two or more creatures.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Siegebreaker 1RWB Creature -- Human Warrior Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mardu Siegebreaker 1RWB Creature -- Human Warrior Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Siegebreaker 1RWB Creature -- Human Warrior Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Siegebreaker 1RWB Creature -- Human Warrior Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Neriv, Heart of the Storm 1RWB Legendary Creature -- Spirit Dragon Flying If a creature you control that entered this turn would deal damage, it deals twice that much damage instead. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Neriv, Heart of the Storm 1RWB Legendary Creature -- Spirit Dragon Flying If a creature you control that entered this turn would deal damage, it deals twice that much damage instead. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nomad Outpost Land This land enters tapped. {T}: Add {R}, {W}, or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nomad Outpost Land This land enters tapped. {T}: Add {R}, {W}, or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nomad Outpost Land This land enters tapped. {T}: Add {R}, {W}, or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nomad Outpost Land This land enters tapped. {T}: Add {R}, {W}, or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reigning Victor 2/32/32/3 Creature -- Orc Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) When this creature enters, target creature gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reigning Victor 2/32/32/3 Creature -- Orc Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) When this creature enters, target creature gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reigning Victor 2/32/32/3 Creature -- Orc Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) When this creature enters, target creature gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reigning Victor 2/32/32/3 Creature -- Orc Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) When this creature enters, target creature gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stadium Headliner R Creature -- Goblin Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) {1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stadium Headliner R Creature -- Goblin Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) {1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stadium Headliner R Creature -- Goblin Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) {1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher 2 B Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Bloodwitch (1)(B) Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W B

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) During your end step, warrior tokens you control have "This token can't be sacrificed."

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W B

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) During your end step, Warrior tokens you control have "This token can't be sacrificed."

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W B

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) During your end step, Warrior tokens you control have "This token can't be sacrificed."

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B R

First strike
Whenever Alesha attacks, put a +1/+1 counter on it.
Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

First strike
Whenever Alesha attacks, put a +1/+1 counter on it.
Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B R

First strike
Whenever Alesha attacks, put a +1/+1 counter on it.
Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R W B

Creatures you control get +1/+1 and have deathtouch. When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

All-Out Assault 2 R W B Enchantment Creatures you control get +1/+1 and have deathtouch. When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elas (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elas (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sonic Shrieker 2 R W B Creature -- Dragon Flying When this creature enters, it deals 2 damage to any target and you gain 2 life. If a player is dealt damage this way, they discard a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sonic Shrieker 2 R W B Creature -- Dragon Flying When this creature enters, it deals 2 damage to any target and you gain 2 life. If a player is dealt damage this way, they discard a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Static Snare 4 W Enchantment Flash This spell costs {1} less to cast for each attacking creature. When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Static Snare 4 W Enchantment Flash This spell costs {1} less to cast for each attacking creature. When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Snare 4 W Enchantment Flash This spell costs {1} less to cast for each attacking creature. When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Snare 4 W Enchantment Flash This spell costs {1} less to cast for each attacking creature. When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	