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| <div><div><div>Audacity</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Audacity</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Audacity</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Audacity</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)<br/>When this Aura is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                           |

## Blooming Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cacophony Scamp

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

When this creature dies, it deals damage equal to its power to any target.

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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**Callous Sell-Sword**

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

Sorcery - - Adventure

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

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| <div><div><div>Callous Sell-Sword</div><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Callous Sell-Sword</div><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Callous Sell-Sword</div><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><div>Burn Together</div><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Copperline Gorge</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |
| <div><div><div>Copperline Gorge</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                               | <div><div><div>Copperline Gorge</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                               | <div><div><div>Copperline Gorge</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                               | <div><div><div>Felonious Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Felonyous Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Felonyous Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Felonyous Rage</div><div>R</div></div><div>Instant</div><div>Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |
| <div><div><div>Giant Growth</div><div>G</div></div><div>Instant</div><div>Target creature gets +3/+3 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Giant Growth</div><div>G</div></div><div>Instant</div><div>Target creature gets +3/+3 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Giant Growth</div><div>G</div></div><div>Instant</div><div>Target creature gets +3/+3 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Giant Growth</div><div>G</div></div><div>Instant</div><div>Target creature gets +3/+3 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>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.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>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.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>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.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>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.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                |

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| <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |
| <div>Monstrous Rage</div> <div>Ⓜ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</div> <div>Ⓜ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</div> <div>Ⓜ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</div> <div>Ⓜ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

## Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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| <div><div>Snakeskin Veil</div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snakeskin Veil</div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <div><div>Hard-Hitting Question</div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Hard-Hitting Question</div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Hard-Hitting Question</div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jaya, Fiery Negotiator</div><div>Legendary Planeswalker -- Jaya</div><div>[+1]: Create a 1/1 red Monk creature token with prowess.<br/>[-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.<br/>[-2]: Choose target creature an opponent controls. Whenever you attack this turn, Jaya deals damage equal to the number of attacking creatures to that creature.<br/>[-8]: You get an emblem with "Whenever you cast a red instant or sorcery spell, copy it twice. You may choose new targets for the copies."<br/><br/>[sideboard]</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Jaya, Fiery Negotiator</b> (2)(R)(R)<br>Legendary Planeswalker -- Jaya<br>[+1]: Create a 1/1 red Monk creature token with prowess.<br>[-1]: Exile the top two cards of your library. Choose one of them. You may play that card this turn.<br>[-2]: Choose target creature an opponent controls. Whenever you attack this turn, Jaya deals damage equal to the number of attacking creatures to that creature.<br>[-8]: You get an emblem with "Whenever you cast a red instant or sorcery spell, copy it twice. You may choose new targets for the copies."<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lightning Strike</b> (1)(R)<br>Instant<br>Lightning Strike deals 3 damage to any target.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                       | <b>Lightning Strike</b> (1)(R)<br>Instant<br>Lightning Strike deals 3 damage to any target.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            | <b>Lightning Strike</b> (1)(R)<br>Instant<br>Lightning Strike deals 3 damage to any target.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            |
| <b>Overprotect</b> (1)(G)<br>Instant<br>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                              | <b>Overprotect</b> (1)(G)<br>Instant<br>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pick Your Poison</b> (G)<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pick Your Poison</b> (G)<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Pick Your Poison</b> <span>6</span> </div> <hr/> <div> Sorcery </div> <hr/> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Urabrask's Forge</b> <span>2</span><span>R</span> </div> <hr/> <div> Artifact </div> <hr/> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Urabrask's Forge</b> <span>2</span><span>R</span> </div> <hr/> <div> Artifact </div> <hr/> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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