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| <div><div><div>Balustrade Wurm</div><div><div>3</div><div>G</div><div>G</div></div></div><div>Creature -- Wurm</div><div><p>This spell can't be countered. Trample, haste</p><p>Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery.</p></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Break Out</div><div><div>R</div><div>G</div></div></div><div>Sorcery</div><div><p>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bushwhack</div><div><div>G</div></div></div><div>Sorcery</div><div><p>Choose one --</p><ul style="list-style-type: none"><li>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.</li><li>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</li></ul></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Bushwhack</div><div><div>G</div></div></div><div>Sorcery</div><div><p>Choose one --</p><ul style="list-style-type: none"><li>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.</li><li>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</li></ul></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Commercial District</div></div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>This land enters tapped.</p><p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     |

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| <div><div>Commercial District</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Commercial District</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |
| <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Fear of Missing Out ①②</div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fear of Missing Out ①②</div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① R

When this creature enters, discard a card, then draw a card.

**Delirium** -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

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① R

When this creature enters, discard a card, then draw a card.

**Delirium** -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Forest

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| <div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              |
| <div><div>Keen-Eyed CuratorGG</div><div>Creature -- Raccoon Scout</div><div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</div><div>{1}: Exile target card from a graveyard.</div></div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Keen-Eyed CuratorGG</div><div>Creature -- Raccoon Scout</div><div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</div><div>{1}: Exile target card from a graveyard.</div></div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Keen-Eyed CuratorGG</div><div>Creature -- Raccoon Scout</div><div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</div><div>{1}: Exile target card from a graveyard.</div></div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Keen-Eyed CuratorGG</div><div>Creature -- Raccoon Scout</div><div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</div><div>{1}: Exile target card from a graveyard.</div></div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Monstrous Rage</div><div>R</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>                                                                    | <div><div>Mountain</div><div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                             | <div><div>Overprotect</div><div>1G</div><div>Instant</div><div>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Overprotect</div><div>1G</div><div>Instant</div><div>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           |
| <div><div>Patchwork Beastie</div><div>G</div><div>Artifact Creature -- Beast</div><div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Patchwork Beastie</div><div>G</div><div>Artifact Creature -- Beast</div><div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Patchwork Beastie</div><div>G</div><div>Artifact Creature -- Beast</div><div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Patchwork Beastie</div><div>G</div><div>Artifact Creature -- Beast</div><div>Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Pyroclasm</b></div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                       | <div><div><div><div><div><div></div><div><b>Seed of Hope</b></div><div><div>G</div></div></div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                                    | <div><div><div><div><div><div></div><div><b>Seed of Hope</b></div><div><div>G</div></div></div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                                    | <div><div><div><div><div><div></div><div><b>Seed of Hope</b></div><div><div>G</div></div></div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                                    |
| <div><div><div><div><div><div></div><div><b>Seed of Hope</b></div><div><div>G</div></div></div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Tersa Lightshatter</b></div><div><div>2</div><div>R</div></div></div><div>Legendary Creature -- Orc Wizard</div><div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>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.</div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Tersa Lightshatter</b></div><div><div>2</div><div>R</div></div></div><div>Legendary Creature -- Orc Wizard</div><div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>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.</div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Tersa Lightshatter</b></div><div><div>2</div><div>R</div></div></div><div>Legendary Creature -- Orc Wizard</div><div>Haste<br/>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.<br/>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.</div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |

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| <div> <div>Tersa Lightshatter</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Orc Wizard</div> <div> <div>Haste</div> <div>When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.</div> <div>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.</div> </div> </div> <div> <div>3/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Thornspire Verge</div> <div>Land</div> </div> <div> <div> <div>{T}: Add {R}.</div> <div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                      | <div> <div>Thornspire Verge</div> <div>Land</div> </div> <div> <div> <div>{T}: Add {R}.</div> <div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                      | <div> <div>Thornspire Verge</div> <div>Land</div> </div> <div> <div> <div>{T}: Add {R}.</div> <div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                      |
| <div> <div>Thornspire Verge</div> <div>Land</div> </div> <div> <div> <div>{T}: Add {R}.</div> <div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                          | <div> <div>Violent Urge</div> <div>R</div> <div>Instant</div> </div> <div> <div> <div>Target creature gets +1/+0 and gains first strike until end of turn.</div> <div>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Violent Urge</div> <div>R</div> <div>Instant</div> </div> <div> <div> <div>Target creature gets +1/+0 and gains first strike until end of turn.</div> <div>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Violent Urge</div> <div>R</div> <div>Instant</div> </div> <div> <div> <div>Target creature gets +1/+0 and gains first strike until end of turn.</div> <div>Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <p><b>Wildfire Wickerfolk</b> (R)(G)</p> <p>Artifact Creature -- Scarecrow</p> <p>Haste<br/>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                     | <p><b>Wildfire Wickerfolk</b> (R)(G)</p> <p>Artifact Creature -- Scarecrow</p> <p>Haste<br/>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                     | <p><b>Wildfire Wickerfolk</b> (R)(G)</p> <p>Artifact Creature -- Scarecrow</p> <p>Haste<br/>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                         | <p><b>Wildfire Wickerfolk</b> (R)(G)</p> <p>Artifact Creature -- Scarecrow</p> <p>Haste<br/>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                             |
| <p><b>Chandra, Spark Hunter</b> (3)(R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.<br/>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br/>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br/>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."</p> <p>[sideboard]</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chandra, Spark Hunter</b> (3)(R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.<br/>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br/>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br/>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."</p> <p>[sideboard]</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Convenient Target</b> (R)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>When this Aura enters, suspect enchanted creature. (It has menace and can't block.)<br/>Enchanted creature gets +1/+1.<br/>{2}{R}: Return this card from your graveyard to your hand.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ghost Vacuum</b> (1)</p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Haywire Mite</div> <div>1</div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                             | <div> <div>Heritage Reclamation</div> <div>1G</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Exile up to one target card from a graveyard. Draw a card.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                            | <div> <div>Lithomantic Barrage</div> <div>R</div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered.</p> <p>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Obliterating Bolt</div> <div>1R</div> </div> <div>Sorcery</div> <div> <p>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                               |
| <div> <div>Pick Your Poison</div> <div>G</div> </div> <div>Sorcery</div> <div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Pick Your Poison</div> <div>G</div> </div> <div>Sorcery</div> <div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Pyroclasm</div> <div>1R</div> </div> <div>Sorcery</div> <div> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                           | <div> <div>Scrapshooter</div> <div>1GGG</div> </div> <div>Creature -- Raccoon Archer</div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)</p> <p>Reach</p> <p>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div> Scrapshooter <div> 1GG </div> </div> <div> Creature -- Raccoon Archer </div> <div> Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) </div> <div> Reach </div> <div> When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> | <div> <div> Sunspine Lynx <div> 2RR </div> </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> <div>[sideboard]</div> </div> <div> <div>5/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> | <div> <div> Sunspine Lynx <div> 2RR </div> </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> <div>[sideboard]</div> </div> <div> <div>5/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> |  |
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