

Anax, Hardened in the Forge (1)(R)(R) Legendary Enchantment Creature -- Demigod Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anax, Hardened in the Forge (1)(R)(R) Legendary Enchantment Creature -- Demigod Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boltwave (R) Sorcery Boltwave deals 3 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brash Taunter (4)(R) Creature -- Goblin Indestructible Whenever this creature is dealt damage, it deals that much damage to target opponent. {2}{R}, {T}: This creature fights another target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bulk Up (1)(R) Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

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Creature -- Goblin Pirate

Haste (This creature can attack and {T} as soon as it comes under your control.)

{T}, Sacrifice this creature: It deals 1 damage to any target.

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Creature -- Human Knight

First strike, haste
Whenever this creature attacks,
another target attacking Knight you
control gets +1/+0 until end of
turn.
Equip abilities you activate that
target this creature cost {3} less
to activate.

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Legendary Creature -- Human Noble
 Haste
 Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (It loses all other creature types.)

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Creature -- Human Warrior
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Cowards can't block Warriors.
{1}: Choose one that hasn't been
chosen this turn --
* This creature gets +1/+1 until end
of turn.
* Target creature becomes a Coward
until end of turn.
* Target Warrior gains trample until
end of turn.

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end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Creature -- Ogre Warrior

Haste
Whenever this creature attacks, look at the top six cards of your library. You may reveal a Dragon card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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Creature -- Ogre Warrior

Haste
Whenever this creature attacks, look at the top six cards of your library. You may reveal a Dragon card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. 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 PLAY botbox.dev
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Reckless Lackey Ⓡ Creature -- Goblin Pirate First strike, haste {2}{R}, Sacrifice this creature: Draw a card and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic Robber ②Ⓡ Creature -- Goblin Rogue Haste Whenever this creature deals combat damage to a player, that player creates a 0/1 colorless Goblin Construct artifact creature token with "This token can't block" and "At the beginning of your upkeep, this token deals 1 damage to you." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic Robber ②Ⓡ Creature -- Goblin Rogue Haste Whenever this creature deals combat damage to a player, that player creates a 0/1 colorless Goblin Construct artifact creature token with "This token can't block" and "At the beginning of your upkeep, this token deals 1 damage to you." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roc Hunter ①Ⓡ Creature -- Human Soldier Reach 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

Kicker {5} (You may pay an additional {5} as you cast this spell.)
Roil Eruption deals 3 damage to any target. If this spell was kicked, it deals 5 damage instead.

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① ② R

At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

{R}: Your opponents can't gain life this turn.

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Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

{R}: Your opponents can't gain life this turn.

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① U R

Dragon spells you cast cost {1} less to cast.

Whenever a Dragon you control enters, you may have Sarkhan become a copy of it until end of turn, except its name is Sarkhan, Soul Aflame and it's legendary in addition to its other types.

2/4

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(X)(R)

Flying, haste
This creature enters with X +1/+1
counters on it.

0/0

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Shock deals 2 damage to any target.

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Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Sear 2R Instant Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spikefield Hazard R Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spikefield Hazard R Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spikefield Hazard R Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Rebuke 1R Sorcery Thundering Rebuke deals 4 damage to target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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