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| <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          |

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| <div> <b>Callous Sell-Sword</b> <span>1B</span> </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> <div>2/2</div> <div>           ----- ADVENTURE -----         </div> </div> <div> <b>Burn Together</b> <span>R</span> </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 PLAY           botbox.dev         </div> | <div> <b>Defiant Strike</b> <span>W</span> </div> <div>           Instant         </div> <div>           Target creature gets +1/+0 until end of turn.<br/>           Draw a card.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                       | <div> <b>Defiant Strike</b> <span>W</span> </div> <div>           Instant         </div> <div>           Target creature gets +1/+0 until end of turn.<br/>           Draw a card.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                       | <div> <b>Defiant Strike</b> <span>W</span> </div> <div>           Instant         </div> <div>           Target creature gets +1/+0 until end of turn.<br/>           Draw a card.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                       |
| <div> <b>Eiganjo, Seat of the Empire</b> </div> <div>           Legendary Land         </div> <div>           {T}: Add {W}.<br/>           Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                          | <div> <b>Favored Hoplite</b> <span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div>           Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Favored Hoplite</b> <span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div>           Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Favored Hoplite</b> <span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div>           Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <b>Favored Hoplite</b> (W)<br>Creature -- Human Soldier<br>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                | <b>Gods Willing</b> (W)<br>Instant<br>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)<br>Scry 1.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                           | <b>Gods Willing</b> (W)<br>Instant<br>Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)<br>Scry 1.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                           | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Illuminator Virtuoso</b> (1)(W)<br>Creature -- Human Rogue<br>Double strike<br>Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                |

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| <div> <div> <b>Illuminator Virtuoso</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Rogue         </div> <div>           Double strike<br/>           Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Illuminator Virtuoso</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Rogue         </div> <div>           Double strike<br/>           Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Illuminator Virtuoso</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Rogue         </div> <div>           Double strike<br/>           Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Inspiring Vantage</b> </div> <div>           Land         </div> <div>           This land enters tapped unless you control two or fewer other lands.<br/>           {T}: Add {R} or {W}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                       |
| <div> <div> <b>Inspiring Vantage</b> </div> <div>           Land         </div> <div>           This land enters tapped unless you control two or fewer other lands.<br/>           {T}: Add {R} or {W}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                        | <div> <div> <b>Inspiring Vantage</b> </div> <div>           Land         </div> <div>           This land enters tapped unless you control two or fewer other lands.<br/>           {T}: Add {R} or {W}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                        | <div> <div> <b>Inspiring Vantage</b> </div> <div>           Land         </div> <div>           This land enters tapped unless you control two or fewer other lands.<br/>           {T}: Add {R} or {W}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                        | <div> <div> <b>Leyline of Resonance</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>           Enchantment         </div> <div>           If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield.

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2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield.

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1/2

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Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Monstrous Rage</div><div><div>R</div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Needleverge Pathway</div></div><div><div>Land</div><div>{T}: Add {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div><div>Needleverge Pathway</div></div><div><div>Land</div><div>{T}: Add {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                    |
| <div><div><div>Needleverge Pathway</div></div><div><div>Land</div><div>{T}: Add {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                       | <div><div><div>Needleverge Pathway</div></div><div><div>Land</div><div>{T}: Add {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>        | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Sacred Foundry</div></div><div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <p><b>Sacred Foundry</b></p> <p>Land -- Mountain Plains</p> <p>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                          | <p><b>Sacred Foundry</b></p> <p>Land -- Mountain Plains</p> <p>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                          | <p><b>Sacred Foundry</b></p> <p>Land -- Mountain Plains</p> <p>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                          | <p><b>Slickshot Show-Off</b> 1 R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Slickshot Show-Off</b> 1 R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Slickshot Show-Off</b> 1 R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Slickshot Show-Off</b> 1 R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spikefield Hazard</b> R</p> <p>Instant</p> <p>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</p> <p>----- BACK FACE -----</p> <p><b>Spikefield Cave</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                   |

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| <div><div>Turn Inside Out</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Turn Inside Out</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Turn Inside Out</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Turn Inside Out</div><div>R</div></div> <div>Instant</div> <div>Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Destroy Evil</div><div>1W</div></div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    | <div><div>Destroy Evil</div><div>1W</div></div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    | <div><div>Dreadmaw's Ire</div><div>R</div></div> <div>Instant</div> <div>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."</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div><div>Dreadmaw's Ire</div><div>R</div></div> <div>Instant</div> <div>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."</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |



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| <div> <b>Requisition Raid</b> <span>W</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Spree (Choose one or more additional costs.)</p> <ul style="list-style-type: none"> <li>+ {1} -- Destroy target artifact.</li> <li>+ {1} -- Destroy target enchantment.</li> <li>+ {1} -- Put a +1/+1 counter on each creature target player controls.</li> </ul> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Wear</b> <span>1R</span> </div> <hr/> <div>Instant</div> <hr/> <p>Destroy target artifact.</p> <p>Fuse (You may cast one or both halves of this card from your hand.)</p> <p>[sideboard]</p> <div> <div>RIGHT HALF</div> <div> <b>Tear</b> <span>W</span> </div> <hr/> <div>Instant</div> <hr/> <p>Destroy target enchantment.</p> <p>Fuse (You may cast one or both halves of this card from your hand.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Wear</b> <span>1R</span> </div> <hr/> <div>Instant</div> <hr/> <p>Destroy target artifact.</p> <p>Fuse (You may cast one or both halves of this card from your hand.)</p> <p>[sideboard]</p> <div> <div>RIGHT HALF</div> <div> <b>Tear</b> <span>W</span> </div> <hr/> <div>Instant</div> <hr/> <p>Destroy target enchantment.</p> <p>Fuse (You may cast one or both halves of this card from your hand.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
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