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| <div><div><div>Bushwhack</div><div>6</div></div><div>Sorcery</div><div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bushwhack</div><div>6</div></div><div>Sorcery</div><div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</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.<br/>{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.<br/>{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.<br/>{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.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div><div>Cragcrown Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div><div>Timbercrown Pathway</div></div><div>Land</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Den of the Bugbear</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Den of the Bugbear</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                              | <div>Emberheart Challenger 1R</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emberheart Challenger 1R</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emberheart Challenger 1R</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Emberheart Challenger 1R</div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Heartfire Hero R</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      | <div>Heartfire Hero R</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      | <div>Heartfire Hero R</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      |

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| <div> <b>Heartfire Hero</b> <span>(R)</span> </div> <div>           Creature -- Mouse Soldier         </div> <div> <p>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.</p> <p>When this creature dies, it deals damage equal to its power to each opponent.</p> </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                    | <div> <b>Innkeeper's Talent</b> <span>(1)(G)</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</p> <p>{G}: Level 2</p> <p>Permanents you control with counters on them have ward {1}.</p> <p>{3}{G}: Level 3</p> <p>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Innkeeper's Talent</b> <span>(1)(G)</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</p> <p>{G}: Level 2</p> <p>Permanents you control with counters on them have ward {1}.</p> <p>{3}{G}: Level 3</p> <p>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Innkeeper's Talent</b> <span>(1)(G)</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.</p> <p>{G}: Level 2</p> <p>Permanents you control with counters on them have ward {1}.</p> <p>{3}{G}: Level 3</p> <p>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Jegantha, the Wellspring</b> <span>(4)(R/G)</span> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Karplusan Forest</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <b>Karplusan Forest</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <b>Karplusan Forest</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                        |

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| <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                               | <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Manifold Mouse</div> <div>Creature -- Mouse Soldier</div> <div> Offspring { 2 } (You may pay an additional { 2 } as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                             | <div>Manifold Mouse</div> <div>Creature -- Mouse Soldier</div> <div> Offspring { 2 } (You may pay an additional { 2 } as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                             | <div>Monastery Swiftspear</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                         |

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| <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste</div> <div>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</div> <div>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</div> <div>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> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                      |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Trample<br/>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Trample<br/>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Play with Fire</div> <div>Instant</div> <div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Play with Fire</div> <div>Instant</div> <div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Play with Fire</div> <div>Instant</div> <div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div>Questing Druid</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Seek the Beast</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       |

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| <div> <div> <b>Questing Druid</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>           Creature -- Human Druid         </div> <div>           Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.         </div> <div> <div>1/1</div> </div> <div> <div>-----</div> <div> <div>ADVENTURE</div> </div> </div> <div> <b>Seek the Beast</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>           Instant -- Adventure         </div> <div>           Exile the top two cards of your library. Until your next end step, you may play those cards.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Reckless Rage</b> <div> <div>R</div> </div> </div> <div> <div>           Instant         </div> <div>           Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                           | <div> <div> <b>Reckless Rage</b> <div> <div>R</div> </div> </div> <div> <div>           Instant         </div> <div>           Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                               | <div> <div> <b>Reckless Rage</b> <div> <div>R</div> </div> </div> <div> <div>           Instant         </div> <div>           Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                               |
| <div> <div> <b>Rockface Village</b> </div> <div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {R}. Spend this mana only to cast a creature spell.<br/>           {R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                              | <div> <div> <b>Screaming Nemesis</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>           Creature -- Spirit         </div> <div>           Haste<br/>           Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.         </div> <div> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Screaming Nemesis</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>           Creature -- Spirit         </div> <div>           Haste<br/>           Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Screaming Nemesis</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>           Creature -- Spirit         </div> <div>           Haste<br/>           Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

## Sokenzan, Crucible of Defiance

## Legendary Land

{T}: Add {R}.  
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

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## Stomping Ground

Land -- Mountain Forest

( $\{T\}$ : Add  $\{R\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Stomping Ground

Land -- Mountain Forest

( $\{T\}$ : Add  $\{R\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Stomping Ground

Land -- Mountain Forest

((T): Add {R} or {G}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**Hazoret the Fervent** (3)(R)

Legendary Creature -- God

Indestructible, haste  
Hazoret can't attack or block unless  
you have one or fewer cards in hand.  
{2}{R}, Discard a card: Hazoret  
deals 2 damage to each opponent.

[sidebar]

5/4

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## Jegantha, the Wellspring (4)(R/G)

### Legendary Creature -- Elemental Elk

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

5/5

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**Magebane Lizard** (1) (R)

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

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[sidebar]
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1/4

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Playtest cards - Server99 - Pioneer (Ultimate Guard European Magic Series - Regional Champ

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Magebane Lizard</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Lizard         </div> <div>           Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.         </div> <div>           [sideboard]         </div> <div> <div>1/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                               | <div> <b>Magebane Lizard</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Lizard         </div> <div>           Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.         </div> <div>           [sideboard]         </div> <div> <div>1/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Pick Your Poison</b> <div> <div>G</div> </div> </div> <div>           Sorcery         </div> <div>           Choose one --           <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> </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Pick Your Poison</b> <div> <div>G</div> </div> </div> <div>           Sorcery         </div> <div>           Choose one --           <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> </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
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| <div> <div>Rending Volley</div> <div> <div>Instant</div> <div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Rending Volley</div> <div> <div>Instant</div> <div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Urabrask's Forge</div> <div> <div>Artifact</div> <div> <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> </div> </div> | <div> <div>Urabrask's Forge</div> <div> <div>Artifact</div> <div> <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> </div> </div> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev                                                                                                                                                                                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev                                                                                                                                                                                                                                                                                                                                                 |