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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |
| <div><div>Archon of Emeria</div><div>2W</div><div>Creature -- Archon</div><div>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Emeria</div><div>2W</div><div>Creature -- Archon</div><div>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Emeria</div><div>2W</div><div>Creature -- Archon</div><div>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archon of Emeria</div><div>2W</div><div>Creature -- Archon</div><div>Flying<br/>Each player can't cast more than one spell each turn.<br/>Nonbasic lands your opponents control enter tapped.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Broadside Bombardiers (2)(R)

Creature -- Goblin Pirate

Menace, haste  
Boast -- Sacrifice another creature  
or artifact: This creature deals  
damage equal to 2 plus the  
sacrificed permanent's mana value to  
any target. (Activate only if this  
creature attacked this turn and only  
once each turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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creature attacked this turn and only  
once each turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cavern of Souls

Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cavern of Souls

Land

As this land enters, choose a creature type.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cavern of Souls

Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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## Caves of Chaos Adventurer (3)(R)

Creature -- Human Barbarian

Trample  
When this creature enters, you take the initiative.  
Whenever this creature attacks, exile the top card of your library.  
If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn.

5/3

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| <div>Caves of Chaos Adventurer (3)(R)</div> <div>Creature -- Human Barbarian</div> <div>Trample<br/>When this creature enters, you take the initiative.<br/>Whenever this creature attacks, exile the top card of your library.<br/>If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn.</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Caves of Chaos Adventurer (3)(R)</div> <div>Creature -- Human Barbarian</div> <div>Trample<br/>When this creature enters, you take the initiative.<br/>Whenever this creature attacks, exile the top card of your library.<br/>If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn.</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Caves of Chaos Adventurer (3)(R)</div> <div>Creature -- Human Barbarian</div> <div>Trample<br/>When this creature enters, you take the initiative.<br/>Whenever this creature attacks, exile the top card of your library.<br/>If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn.</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div>Chrome Mox (0)</div> <div>Artifact</div> <div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       |

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| <div>Chrome Mox</div> <div>Artifact</div> <div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chrome Mox</div> <div>Artifact</div> <div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div>Chrome Mox</div> <div>Artifact</div> <div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div>City of Traitors</div> <div>Land</div> <div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div>City of Traitors</div> <div>Land</div> <div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div>Éowyn, Fearless Knight</div> <div>Legendary Creature -- Human Knight</div> <div>Haste<br/>When Éowyn enters, exile target creature an opponent controls with greater power. Legendary creatures you control gain protection from each of that creature's colors until end of turn.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fable of the Mirror-Breaker</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fable of the Mirror-Breaker</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Fable of the Mirror-Breaker</div><div><div>2</div><div>R</div></div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forth Eorlingas!</div><div><div>X</div><div>R</div><div>W</div></div></div><div>Sorcery</div><div>Create X 2/2 red Human Knight creature tokens with trample and haste.<br/>Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Forth Eorlingas!</div><div><div>X</div><div>R</div><div>W</div></div></div><div>Sorcery</div><div>Create X 2/2 red Human Knight creature tokens with trample and haste.<br/>Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Goblin Rabblemaster</div><div><div>2</div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Other Goblin creatures you control attack each combat if able.<br/>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br/>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Goblin Rabblemaster</div><div><div>2</div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Other Goblin creatures you control attack each combat if able.<br/>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br/>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Goblin Rabblemaster</div><div><div>2</div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Other Goblin creatures you control attack each combat if able.<br/>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br/>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Goblin Rabblemaster</div><div><div>2</div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Other Goblin creatures you control attack each combat if able.<br/>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br/>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lotus Petal</div><div><div>0</div></div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                |

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| <div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                      |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     | <div><div>Plateau</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div><div>Plateau</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div><div>Seasoned Dungeoneer</div><div>Creature -- Human Warrior</div><div>When this creature enters, you take the initiative. Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</div></div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Seasoned Dungeoneer</b> (3)(W)<br><hr/> Creature -- Human Warrior<br><hr/> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Seasoned Dungeoneer</b> (3)(W)<br><hr/> Creature -- Human Warrior<br><hr/> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Seasoned Dungeoneer</b> (3)(W)<br><hr/> Creature -- Human Warrior<br><hr/> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Simian Spirit Guide</b> (2)(R)<br><hr/> Creature -- Ape Spirit<br><hr/> <p>Exile this card from your hand: Add {R}.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                |
| <b>Simian Spirit Guide</b> (2)(R)<br><hr/> Creature -- Ape Spirit<br><hr/> <p>Exile this card from your hand: Add {R}.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                     | <b>Simian Spirit Guide</b> (2)(R)<br><hr/> Creature -- Ape Spirit<br><hr/> <p>Exile this card from your hand: Add {R}.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                     | <b>Simian Spirit Guide</b> (2)(R)<br><hr/> Creature -- Ape Spirit<br><hr/> <p>Exile this card from your hand: Add {R}.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                     | <b>Squee, Dubious Monarch</b> (2)(R)<br><hr/> Legendary Creature -- Goblin Noble<br><hr/> <p>Haste<br/>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.<br/>You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <p><b>Winota, Joiner of Forces</b> (2)(R)(W)</p> <p>Legendary Creature -- Human Warrior</p> <p>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Winota, Joiner of Forces</b> (2)(R)(W)</p> <p>Legendary Creature -- Human Warrior</p> <p>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Winota, Joiner of Forces</b> (2)(R)(W)</p> <p>Legendary Creature -- Human Warrior</p> <p>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Winota, Joiner of Forces</b> (2)(R)(W)</p> <p>Legendary Creature -- Human Warrior</p> <p>Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Anointed Peacekeeper</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance</p> <p>As this creature enters, look at an opponent's hand, then choose any card name.</p> <p>Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                     | <p><b>Anointed Peacekeeper</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance</p> <p>As this creature enters, look at an opponent's hand, then choose any card name.</p> <p>Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                     | <p><b>Anointed Peacekeeper</b> (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Vigilance</p> <p>As this creature enters, look at an opponent's hand, then choose any card name.</p> <p>Spells your opponents cast with the chosen name cost {2} more to cast. Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                     | <p><b>Boromir, Warden of the Tower</b> (2)(W)</p> <p>Legendary Creature -- Human Soldier</p> <p>Vigilance</p> <p>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                        |

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| <p><b>Fury</b> (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>Double strike<br/>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>Evoke--Exile a red card from your hand.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fury</b> (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>Double strike<br/>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>Evoke--Exile a red card from your hand.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fury</b> (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>Double strike<br/>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>Evoke--Exile a red card from your hand.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                  | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                  | <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                  | <p><b>Magus of the Moon</b> (2)(R)</p> <p>Creature -- Human Wizard</p> <p>Nonbasic lands are Mountains.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                             |

②R

Nonbasic lands are Mountains.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Instant

Destroy target artifact.  
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

W

Instant

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Instant

Destroy target artifact.  
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

W

Instant

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev