

Blood Moon Enchantment Nonbasic lands are Mountains. 2 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon Enchantment Nonbasic lands are Mountains. 2 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon Enchantment Nonbasic lands are Mountains. 2 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon Enchantment Nonbasic lands are Mountains. 2 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brotherhood's End Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. 1 R R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Ritual Instant -- Arcane Add {R}{R}{R}. Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Ritual Instant -- Arcane Add {R}{R}{R}. Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Ritual Instant -- Arcane Add {R}{R}{R}. Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Irencrag Feat ①R R R R Sorcery Add seven {R}. You can cast only one more spell this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Leadership ①R/W Instant Until end of turn, double target creature's power and it gains first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev ----- BACK FACE ----- Legion Stronghold Land This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Leadership ①R/W Instant Until end of turn, double target creature's power and it gains first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev ----- BACK FACE ----- Legion Stronghold Land This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Leadership ①R/W Instant Until end of turn, double target creature's power and it gains first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev ----- BACK FACE ----- Legion Stronghold Land This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pyretic Ritual 1R Instant Add {R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shatterskull Smashing (X)(R)(R)

Sorcery

Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.

Shatterskull, the Hammer Pass

2/1

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Shatterskull, the Hammer Pass

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Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.

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Spikefield Hazard [®]

Instant

Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.

Shatterskull, the Hammer Pass

Spikefield Cave

This land enters tapped.
{T}: Add {R}.

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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.

Spikefield Cave

Spikefield Cave

Land

This land enters tapped.
{T}: Add {R}.

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Stormscale Scion (4)(R)(R) Creature -- Dragon Flying Other Dragons you control get +1/+1. Storm (When you cast this spell, copy it for each spell cast before it this turn. Copies become tokens.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormscale Scion (4)(R)(R) Creature -- Dragon Flying Other Dragons you control get +1/+1. Storm (When you cast this spell, copy it for each spell cast before it this turn. Copies become tokens.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sundering Eruption (2)(R) Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. ----- BACK FACE ----- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sundering Eruption (2)(R) Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. ----- BACK FACE ----- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter 3W Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

When this creature enters, destroy target nonbasic land an opponent controls.

4/4

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3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

When this creature enters, destroy target nonbasic land an opponent controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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①R

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Other Spiders you control have riot.

Damage can't be prevented.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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①R

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Other Spiders you control have riot.

Damage can't be prevented.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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① R

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Other Spiders you control have riot.

Damage can't be prevented.

2/1

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① R

Choose one - -

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* Destroy target artifact.
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- * Change the target of target spell or ability with a single target.

* One or two target creatures can't block this turn.

otbox.dev

①

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Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
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{1}, {T}, Sacrifice this artifact:
Draw a card.

ox.dev

①

```
Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
```

{1}, {T}, Sacrifice this artifact:
Draw a card.

botbox.dev

Vexing Bauble1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wear1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] RIGHT HALF TearW Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wear1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] RIGHT HALF TearW Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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