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| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |
| <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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> <div>           ----- ADVENTURE -----         </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>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> <div>           ----- ADVENTURE -----         </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>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> <div>           ----- ADVENTURE -----         </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>Claim</b> <span>B</span> </div> <div>           Sorcery         </div> <div>           Return target creature card with mana value 2 or less from your graveyard to the battlefield.         </div> <div>           ----- AFTERMATH HALF -----         </div> <div> <b>Fame</b> <span>1R</span> </div> <div>           Sorcery         </div> <div>           Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>           Target creature gets +2/+0 and gains haste until end of turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>Claim</b> <span>B</span> </div> <div>           Sorcery         </div> <div>           Return target creature card with mana value 2 or less from your graveyard to the battlefield.         </div> <div>           ----- AFTERMATH HALF -----         </div> <div> <b>Fame</b> <span>1R</span> </div> <div>           Sorcery         </div> <div>           Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>           Target creature gets +2/+0 and gains haste until end of turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                           | <div> <b>Den of the Bugbear</b> </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> <b>Den of the Bugbear</b> </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> <b>Dreadmaw's Ire</b> <span>R</span> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                           |



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| <div> <b>Infuriate</b> <span>(R)</span> </div> <div> Instant </div> <div> Target creature gets +3/+2 until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                               | <div> <b>Infuriate</b> <span>(R)</span> </div> <div> Instant </div> <div> Target creature gets +3/+2 until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Infuriate</b> <span>(R)</span> </div> <div> Instant </div> <div> Target creature gets +3/+2 until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Infuriate</b> <span>(R)</span> </div> <div> Instant </div> <div> Target creature gets +3/+2 until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div> <b>Jegantha, the Wellspring</b> <span>(4)</span> <span>(R/G)</span> </div> <div> Legendary Creature -- Elemental Elk </div> <div> 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.)<br/> {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. </div> <div> 5/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Kumano Faces Kakkazan</b> <span>(R)</span> </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> ----- BACK FACE ----- </div> <div> <b>Etching of Kumano</b> </div> <div> Enchantment Creature -- Human Shaman </div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Kumano Faces Kakkazan</b> <span>(R)</span> </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> ----- BACK FACE ----- </div> <div> <b>Etching of Kumano</b> </div> <div> Enchantment Creature -- Human Shaman </div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Kumano Faces Kakkazan</b> <span>(R)</span> </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> ----- BACK FACE ----- </div> <div> <b>Etching of Kumano</b> </div> <div> Enchantment Creature -- Human Shaman </div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - Fung, Jeff - Pioneer (Calgary Round 7 Regional Championship)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(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.</p> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div>Haste</div> <div>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div> <div>2/2</div> </div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Manifold Mouse</div> <div> <div>Creature -- Mouse Soldier</div> <div> <p>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.</p> </div> <div>1/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Manifold Mouse</div> <div> <div>Creature -- Mouse Soldier</div> <div> <p>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.</p> </div> <div>1/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Manifold Mouse</div> <div> <div>Creature -- Mouse Soldier</div> <div> <p>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.</p> </div> <div>1/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> <div>1/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         |

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| <div><div>Monstrous Rage</div><div><div>R</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><div>Monstrous Rage</div><div><div>R</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><div>Monstrous Rage</div><div><div>R</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><div>Monstrous Rage</div><div><div>R</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><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div><div>Ramunap Ruins</div></div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div><div>Ramunap Ruins</div></div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              |

## Land - - Desert

```
{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert:
This land deals 2 damage to each
opponent.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Instant

Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.

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① R

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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.)

1/2

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## Sokenzan, Crucible of Defiance

## Legendary Land

{T}: Add {R}.  
Channel -- {S}{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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## Sulfurous Springs

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
```

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| <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Turn Inside Out</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><div>Turn Inside Out</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><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heartless Act</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    |

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| <div><div>Heartless Act</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Jegantha, the Wellspring</div><div><div>4</div><div>R/G</div></div></div> <div><div>Legendary Creature -- Elemental Elk</div><div>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.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div><div>[sideboard]</div><div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ob Nixilis, the Adversary</div><div><div>1</div><div>B</div><div>R</div></div></div> <div><div>Legendary Planeswalker -- Nixilis</div><div>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br/>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br/>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br/>[-7]: Target player draws seven cards and loses 7 life.</div><div>[sideboard]</div><div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ob Nixilis, the Adversary</div><div><div>1</div><div>B</div><div>R</div></div></div> <div><div>Legendary Planeswalker -- Nixilis</div><div>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br/>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br/>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br/>[-7]: Target player draws seven cards and loses 7 life.</div><div>[sideboard]</div><div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Reckless Rage</div><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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div>Reckless Rage</div><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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                 | <div><div>Screaming Nemesis</div><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>[sideboard]</div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                         | <div><div>Screaming Nemesis</div><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>[sideboard]</div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                         |

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| <div><div><div>Screaming Nemesis</div><div>2R</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>[sideboard]</div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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