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| <div><div>Ash Zealot</div><div><div><div>R</div><div>R</div></div></div><div>Creature -- Human Warrior</div><div>First strike, haste<br/>Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ash Zealot</div><div><div><div>R</div><div>R</div></div></div><div>Creature -- Human Warrior</div><div>First strike, haste<br/>Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ash Zealot</div><div><div><div>R</div><div>R</div></div></div><div>Creature -- Human Warrior</div><div>First strike, haste<br/>Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ash Zealot</div><div><div><div>R</div><div>R</div></div></div><div>Creature -- Human Warrior</div><div>First strike, haste<br/>Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player.</div><div>2/2</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><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |
| <div><div><b>Boggart Ram-Gang</b><div>R/GR/GR/G</div></div><div>Creature -- Goblin Warrior</div><div>Haste<br/>Wither (This deals damage to creatures in the form of -1/-1 counters.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Boggart Ram-Gang</b><div>R/GR/GR/G</div></div><div>Creature -- Goblin Warrior</div><div>Haste<br/>Wither (This deals damage to creatures in the form of -1/-1 counters.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Boggart Ram-Gang</b><div>R/GR/GR/G</div></div><div>Creature -- Goblin Warrior</div><div>Haste<br/>Wither (This deals damage to creatures in the form of -1/-1 counters.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Boggart Ram-Gang</b><div>R/GR/GR/G</div></div><div>Creature -- Goblin Warrior</div><div>Haste<br/>Wither (This deals damage to creatures in the form of -1/-1 counters.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Chandra's Phoenix</b> (1)(R)(R)<br>Creature -- Phoenix<br>Flying<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>Whenever an opponent is dealt damage by a red instant or sorcery spell you control or by a red planeswalker you control, return this card from your graveyard to your hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chandra's Phoenix</b> (1)(R)(R)<br>Creature -- Phoenix<br>Flying<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>Whenever an opponent is dealt damage by a red instant or sorcery spell you control or by a red planeswalker you control, return this card from your graveyard to your hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chandra's Phoenix</b> (1)(R)(R)<br>Creature -- Phoenix<br>Flying<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>Whenever an opponent is dealt damage by a red instant or sorcery spell you control or by a red planeswalker you control, return this card from your graveyard to your hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dark Confidant</b> (1)(B)<br>Creature -- Human Wizard<br>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Dark Confidant</b> (1)(B)<br>Creature -- Human Wizard<br>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Dark Confidant</b> (1)(B)<br>Creature -- Human Wizard<br>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Dark Confidant</b> (1)(B)<br>Creature -- Human Wizard<br>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Incinerate</b> (1)(R)<br>Instant<br>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                          |

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| <div><div><div>Incinerate</div><div>1R</div></div><div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div><div>Incinerate</div><div>1R</div></div><div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                     | <div><div><div>Incinerate</div><div>1R</div></div><div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lavaclaw Reaches</div></div><div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.<br/>{1}{B}{R}: Until end of turn, this land becomes a 2/2 black and red Elemental creature with "{X}: This creature gets +X/+0 until end of turn." It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Lavaclaw Reaches</div></div><div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.<br/>{1}{B}{R}: Until end of turn, this land becomes a 2/2 black and red Elemental creature with "{X}: This creature gets +X/+0 until end of turn." It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lavaclaw Reaches</div></div><div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.<br/>{1}{B}{R}: Until end of turn, this land becomes a 2/2 black and red Elemental creature with "{X}: This creature gets +X/+0 until end of turn." It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                               |

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| <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><span>(R)</span></div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><span>(R)</span></div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div><div><div><div></div><div><b>Mogg Fanatic</b></div><div><span>(R)</span></div></div></div><div><div>Creature -- Goblin</div><div>Sacrifice this creature: It deals 1 damage to any target.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/1</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mogg Fanatic</b></div><div><span>(R)</span></div></div></div><div><div>Creature -- Goblin</div><div>Sacrifice this creature: It deals 1 damage to any target.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/1</div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Mogg Fanatic</b></div><div><span>(R)</span></div></div></div><div><div>Creature -- Goblin</div><div>Sacrifice this creature: It deals 1 damage to any target.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/1</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mogg Fanatic</b></div><div><span>(R)</span></div></div></div><div><div>Creature -- Goblin</div><div>Sacrifice this creature: It deals 1 damage to any target.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/1</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mountain</b></div><div></div></div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div><div><div><div><div></div><div><b>Mountain</b></div><div></div></div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>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>Rift Bolt2R</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rift Bolt2R</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rift Bolt2R</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rift Bolt2R</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Shaman of the Great Hunt (3)(R)</div> <div>Creature -- Orc Shaman</div> <div>Haste<br/>Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it.<br/>Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater.</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shaman of the Great Hunt (3)(R)</div> <div>Creature -- Orc Shaman</div> <div>Haste<br/>Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it.<br/>Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater.</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shaman of the Great Hunt (3)(R)</div> <div>Creature -- Orc Shaman</div> <div>Haste<br/>Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it.<br/>Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater.</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shaman of the Great Hunt (3)(R)</div> <div>Creature -- Orc Shaman</div> <div>Haste<br/>Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it.<br/>Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater.</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>                                                                                                                                                                                 |

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| <div>Thoughtseize</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                     | <div>Thoughtseize</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                     | <div>Thoughtseize</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Thoughtseize</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        |
| <div>Combust</div> <div>1R</div> <div>Instant</div> <div>This spell can't be countered. Combust deals 5 damage to target white or blue creature. The damage can't be prevented.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Combust</div> <div>1R</div> <div>Instant</div> <div>This spell can't be countered. Combust deals 5 damage to target white or blue creature. The damage can't be prevented.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Grafdigger's Cage</div> <div>1</div> <div>Artifact</div> <div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Grafdigger's Cage</div> <div>1</div> <div>Artifact</div> <div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div> <div>Slaughter Games</div> <div> <div>2</div> <div>B</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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