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| <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bonecrusher Giant</div><div>2R</div></div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp</div><div>1R</div></div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Den of the Bugbear</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Den of the Bugbear</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Den of the Bugbear</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Den of the Bugbear</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Ghitu Lavarunner</div><div>R</div></div><div>Creature -- Human Wizard</div><div>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                |

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| <div> <b>Ghitu Lavarunner</b> <span>(R)</span> </div> <div>           Creature -- Human Wizard         </div> <div> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                        | <div> <b>Ghitu Lavarunner</b> <span>(R)</span> </div> <div>           Creature -- Human Wizard         </div> <div> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                        | <div> <b>Jegantha, the Wellspring</b> <span>(4)(R/G)</span> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>           {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> </div> <div> <div>5/5</div> </div> <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> <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>2/2</div> </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> <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>2/2</div> </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> <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>2/2</div> </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> <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>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Light Up the Stage</b> <span>(2)(R)</span> </div> <div>           Sorcery         </div> <div> <p>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>           Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                             |

2 R

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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② R

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Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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② ③

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Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/2**

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Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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| <div><div><div>Monstrous Rage</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Monstrous Rage</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Monstrous Rage</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Play with Fire</div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Play with Fire</div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <b>Ramunap Ruins</b><br>Land -- Desert<br>{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>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                          | <b>Ramunap Ruins</b><br>Land -- Desert<br>{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>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                          | <b>Slickshot Show-Off</b> 1 R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Slickshot Show-Off</b> 1 R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Slickshot Show-Off</b> 1 R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Slickshot Show-Off</b> 1 R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sokenzan, Crucible of Defiance</b><br>Legendary Land<br>{T}: Add {R}.<br>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             | <b>Soul-Scar Mage</b> R<br>Creature -- Human Wizard<br>Prowess<br>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   |

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| <div><div>Soul-Scar Mage</div><div><div>R</div></div></div> <div><div>Creature -- Human Wizard</div></div> <div><div>Prowess</div><div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div></div> <div><div>1/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Soul-Scar Mage</div><div><div>R</div></div></div> <div><div>Creature -- Human Wizard</div></div> <div><div>Prowess</div><div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div></div> <div><div>1/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Soul-Scar Mage</div><div><div>R</div></div></div> <div><div>Creature -- Human Wizard</div></div> <div><div>Prowess</div><div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div></div> <div><div>1/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thornspire Verge</div></div> <div><div>Land</div></div> <div><div>{T}: Add {R}.</div><div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                             |
| <div><div>Thornspire Verge</div></div> <div><div>Land</div></div> <div><div>{T}: Add {R}.</div><div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                          | <div><div>Thornspire Verge</div></div> <div><div>Land</div></div> <div><div>{T}: Add {R}.</div><div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                          | <div><div>Thornspire Verge</div></div> <div><div>Land</div></div> <div><div>{T}: Add {R}.</div><div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                          | <div><div>Witchstalker Frenzy</div><div><div>3</div><div>R</div></div></div> <div><div>Instant</div></div> <div><div>This spell costs {1} less to cast for each creature that attacked this turn.</div><div>Witchstalker Frenzy deals 5 damage to target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Witchstalker Frenzy (3)(R)</div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |
| <div><div>Wizard's Lightning (2)(R)</div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Case of the Crimson Pulse (2)(R)</div><div>Enchantment -- Case</div><div>When this Case enters, discard a card, then draw two cards.<br/>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Case of the Crimson Pulse (2)(R)</div><div>Enchantment -- Case</div><div>When this Case enters, discard a card, then draw two cards.<br/>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Collision (1)(R/G)</div><div>Instant</div><div>Collision deals 6 damage to target creature with flying.<br/><br/>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Colossus (R)(G)</div><div>Instant</div><div>Target creature gets +4/+2 and gains trample until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Collision</div> <div> <div>1</div> <div>R/G</div> </div> </div> <div> <div>Instant</div> <div>Collision deals 6 damage to target creature with flying.</div> <div>[sideboard]</div> </div> <div> <div>Colossus</div> <div> <div>R</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Target creature gets +4/+2 and gains trample until end of turn.</div> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div> <div>[sideboard]</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div> <div>[sideboard]</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div> <div>[sideboard]</div> </div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                             | <div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>              | <div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>              |

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| <div> <div>Rending Volley</div> <div> <div>Instant</div> <div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <p>[sideboard]</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</p> <p>[sideboard]</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</p> <p>[sideboard]</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Witchstalker Frenzy</div> <div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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