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| <div><div><div>Angrath's Rampage</div><div><div>B</div><div>R</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Target player sacrifices an artifact of their choice.<br/>* Target player sacrifices a creature of their choice.<br/>* Target player sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Angrath's Rampage</div><div><div>B</div><div>R</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Target player sacrifices an artifact of their choice.<br/>* Target player sacrifices a creature of their choice.<br/>* Target player sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Angrath's Rampage</div><div><div>B</div><div>R</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Target player sacrifices an artifact of their choice.<br/>* Target player sacrifices a creature of their choice.<br/>* Target player sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Angrath's Rampage</div><div><div>B</div><div>R</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Target player sacrifices an artifact of their choice.<br/>* Target player sacrifices a creature of their choice.<br/>* Target player sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Blood Crypt</div></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><div>Blood Crypt</div></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><div>Blood Crypt</div></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><div>Blood Crypt</div></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>Castle Locthwain</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Swamp.</p> <p>{T}: Add {B}.</p> <p>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <b>Castle Locthwain</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Swamp.</p> <p>{T}: Add {B}.</p> <p>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <b>Cauldron Familiar</b> </div> <div> Creature -- Cat </div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.</p> <p>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                          | <div> <b>Cauldron Familiar</b> </div> <div> Creature -- Cat </div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.</p> <p>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                          |
| <div> <b>Cauldron Familiar</b> </div> <div> Creature -- Cat </div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.</p> <p>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cauldron Familiar</b> </div> <div> Creature -- Cat </div> <div> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.</p> <p>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Chandra, Acolyte of Flame</b> </div> <div> Legendary Planeswalker -- Chandra </div> <div> <p>[0]: Put a loyalty counter on each red planeswalker you control.</p> <p>[0]: Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.</p> <p>[-2]: You may cast target instant or sorcery card with mana value 3 or less from your graveyard. If that spell would be put into your graveyard, exile it instead.</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Chandra, Acolyte of Flame</b> </div> <div> Legendary Planeswalker -- Chandra </div> <div> <p>[0]: Put a loyalty counter on each red planeswalker you control.</p> <p>[0]: Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.</p> <p>[-2]: You may cast target instant or sorcery card with mana value 3 or less from your graveyard. If that spell would be put into your graveyard, exile it instead.</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Claim the Firstborn</div><div>R</div></div> <div>Sorcery</div> <div>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div><div>Claim the Firstborn</div><div>R</div></div> <div>Sorcery</div> <div>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div><div>Claim the Firstborn</div><div>R</div></div> <div>Sorcery</div> <div>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div><div>Claim the Firstborn</div><div>R</div></div> <div>Sorcery</div> <div>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             |
| <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gutterbones</div><div>B</div></div> <div>Creature -- Skeleton Warrior</div> <div>This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Gutterbones</div><div>B</div></div><div>Creature -- Skeleton Warrior</div><div>This creature enters tapped.<br/>{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gutterbones</div><div>B</div></div><div>Creature -- Skeleton Warrior</div><div>This creature enters tapped.<br/>{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gutterbones</div><div>B</div></div><div>Creature -- Skeleton Warrior</div><div>This creature enters tapped.<br/>{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mayhem Devil</div><div>1BR</div></div><div>Creature -- Devil</div><div>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |
| <div><div><div>Mayhem Devil</div><div>1BR</div></div><div>Creature -- Devil</div><div>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Mayhem Devil</div><div>1BR</div></div><div>Creature -- Devil</div><div>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Mayhem Devil</div><div>1BR</div></div><div>Creature -- Devil</div><div>Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Midnight Reaper</div><div>2B</div></div><div>Creature -- Zombie Knight</div><div>Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Midnight Reaper</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Zombie Knight</div><div>Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.</div><div><div>3/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Midnight Reaper</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Zombie Knight</div><div>Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.</div><div><div>3/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Midnight Reaper</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Zombie Knight</div><div>Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.</div><div><div>3/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                               | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                               | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                               | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div><b>Priest of Forgotten Gods 1B</b></div><div>Creature -- Human Cleric</div><div>{T}, Sacrifice two other creatures:<br/>Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><b>Priest of Forgotten Gods 1B</b></div><div>Creature -- Human Cleric</div><div>{T}, Sacrifice two other creatures:<br/>Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div><div><b>Priest of Forgotten Gods 1B</b></div><div>Creature -- Human Cleric</div><div>{T}, Sacrifice two other creatures:<br/>Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Priest of Forgotten Gods 1B</b></div><div>Creature -- Human Cleric</div><div>{T}, Sacrifice two other creatures:<br/>Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Rankle, Master of Pranks 2BB</b></div><div>Legendary Creature -- Faerie Rogue</div><div>Flying, haste<br/>Whenever Rankle deals combat damage to a player, choose any number --<br/>* Each player discards a card.<br/>* Each player loses 1 life and draws a card.<br/>* Each player sacrifices a creature of their choice.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Rankle, Master of Pranks 2BB</b></div><div>Legendary Creature -- Faerie Rogue</div><div>Flying, haste<br/>Whenever Rankle deals combat damage to a player, choose any number --<br/>* Each player discards a card.<br/>* Each player loses 1 life and draws a card.<br/>* Each player sacrifices a creature of their choice.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               |
| <div><div>Bedevil</div><div>Instant</div><div>Destroy target artifact, creature, or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Bedevil</div><div>Instant</div><div>Destroy target artifact, creature, or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Dreadhorde Butcher</div><div>Creature -- Zombie Warrior</div><div>Haste<br/>Whenever this creature deals combat damage to a player or planeswalker, put a +1/+1 counter on this creature.<br/>When this creature dies, it deals damage equal to its power to any target.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dreadhorde Butcher</div><div>Creature -- Zombie Warrior</div><div>Haste<br/>Whenever this creature deals combat damage to a player or planeswalker, put a +1/+1 counter on this creature.<br/>When this creature dies, it deals damage equal to its power to any target.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**BR**

**Haste**  
Whenever this creature deals combat damage to a player or planeswalker, put a +1/+1 counter on this creature.  
When this creature dies, it deals damage equal to its power to any target.

1/1

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## (B)(R)

Haste  
Whenever this creature deals combat damage to a player or planeswalker, put a +1/+1 counter on this creature.  
When this creature dies, it deals damage equal to its power to any target.

1/1

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2 B

Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)  
Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

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② ③

Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)  
Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

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**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player.

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2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player.

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