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| <div><div>Atarka's Command</div><div><div>R</div><div>G</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Atarka's Command</div><div><div>R</div><div>G</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Atarka's Command</div><div><div>R</div><div>G</div></div></div> <div><div>Instant</div><div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Copperline Gorge</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                        |
| <div><div>Copperline Gorge</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Copperline Gorge</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Copperline Gorge</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Cragcrown Pathway</div></div> <div><div>Land</div><div>{T}: Add {R}.</div></div> <div><div>----- BACK FACE -----</div><div><div>Timbercrown Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Cragcrown Pathway</b><br><hr/> Land<br><hr/> {T}: Add {R}.<br><br><br><br><br><br><br><br><br><br><div>----- BACK FACE -----</div> <b>Timbercrown Pathway</b><br><hr/> Land<br><hr/> {T}: Add {G}.<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                       | <b>Den of the Bugbear</b><br><hr/> Land<br><hr/> 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.<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Den of the Bugbear</b><br><hr/> Land<br><hr/> 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.<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ghitu Lavarunner</b> <span>(R)</span><br><hr/> Creature -- Human Wizard<br><hr/> 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.)<br><br><br><br><br><br><br><br><br><br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                         |
| <b>Ghitu Lavarunner</b> <span>(R)</span><br><hr/> Creature -- Human Wizard<br><hr/> 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.)<br><br><br><br><br><br><br><br><br><br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ghitu Lavarunner</b> <span>(R)</span><br><hr/> Creature -- Human Wizard<br><hr/> 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.)<br><br><br><br><br><br><br><br><br><br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                | <b>Ghitu Lavarunner</b> <span>(R)</span><br><hr/> Creature -- Human Wizard<br><hr/> 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.)<br><br><br><br><br><br><br><br><br><br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                | <b>Jegantha, the Wellspring</b> <span>(4)</span> <span>(R/G)</span><br><hr/> Legendary Creature -- Elemental Elk<br><hr/> 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.<br><br><br><br><br><br><br><br><br><br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div>Karplusan Forest</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {R} or {G}. This land deals 1 damage to you.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Karplusan Forest</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {R} or {G}. This land deals 1 damage to you.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Karplusan Forest</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {R} or {G}. This land deals 1 damage to you.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Karplusan Forest</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {T}: Add {R} or {G}. This land deals 1 damage to you.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <div> <div>           Kumano Faces Kakkazan           <div>R</div> </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>           -----<br/>           BACK FACE         </div> <div> <div>Etching of Kumano</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> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>           Kumano Faces Kakkazan           <div>R</div> </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>           -----<br/>           BACK FACE         </div> <div> <div>Etching of Kumano</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> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>           Kumano Faces Kakkazan           <div>R</div> </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>           -----<br/>           BACK FACE         </div> <div> <div>Etching of Kumano</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> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>           Kumano Faces Kakkazan           <div>R</div> </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>           -----<br/>           BACK FACE         </div> <div> <div>Etching of Kumano</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> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

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| <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |
| <div>Monstrous Rage</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>Monstrous Rage</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>Monstrous Rage</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>Monstrous Rage</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> |

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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>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>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>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>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>Questing Druid</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Seek the Beast</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Questing Druid</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Seek the Beast</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <p><b>Questing Druid</b> ① ⑥</p> <p>Creature -- Human Druid</p> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>--- ADVENTURE ---</p> <p><b>Seek the Beast</b> ① ①R</p> <p>Instant -- Adventure</p> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Questing Druid</b> ① ⑥</p> <p>Creature -- Human Druid</p> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>--- ADVENTURE ---</p> <p><b>Seek the Beast</b> ① ①R</p> <p>Instant -- Adventure</p> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ramunap Ruins</b></p> <p>Land -- Desert</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add {R}.</p> <p>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         | <p><b>Slickshot Show-Off</b> ① ①R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste</p> <p>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</p> <p>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Slickshot Show-Off</b> ① ①R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste</p> <p>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</p> <p>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           | <p><b>Slickshot Show-Off</b> ① ①R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste</p> <p>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</p> <p>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           | <p><b>Slickshot Show-Off</b> ① ①R</p> <p>Creature -- Bird Wizard</p> <p>Flying, haste</p> <p>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</p> <p>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Snakeskin Veil</b> ⑥</p> <p>Instant</p> <p>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                 |

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| <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. | <b>Soul-Scar Mage</b> <span>(R)</span><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. | <b>Soul-Scar Mage</b> <span>(R)</span><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. | <b>Soul-Scar Mage</b> <span>(R)</span><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. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           |
| <b>Soul-Scar Mage</b> <span>(R)</span><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.                                                        | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                         | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                         | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                         |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           |

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<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>Wizard's Lightning2R</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 Lightning2R</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 Lightning2R</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 Lightning2R</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 Pulse2R</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 Pulse2R</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>Chandra's DefeatR</div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Cindervines</div> <div> <div></div> <div></div> </div> </div> <div> <div>Enchantment</div> <div> Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Cindervines</div> <div> <div></div> <div></div> </div> </div> <div> <div>Enchantment</div> <div> Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller. </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></div> <div>4</div> <div></div> <div></div> <div></div> </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.) {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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Pick Your Poison</div> <div> <div></div> <div></div> </div> </div> <div> <div>Sorcery</div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Pick Your Poison</div> <div> <div></div> <div></div> </div> </div> <div> <div>Sorcery</div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                     | <div> <div>Redcap Melee</div> <div> <div></div> <div></div> </div> </div> <div> <div>Instant</div> <div> Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                       | <div> <div>Rending Volley</div> <div> <div></div> <div></div> </div> </div> <div> <div>Instant</div> <div> This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                              | <div> <div>Rending Volley</div> <div> <div></div> <div></div> </div> </div> <div> <div>Instant</div> <div> This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                        |

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| <div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> </div> <div> <div>[sideboard]</div> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> </div> <div> <div>[sideboard]</div> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Witchstalker Frenzy 3R </div> <div> Instant </div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.</p> <p>Witchstalker Frenzy deals 5 damage to target creature.</p> </div> <div> <div>[sideboard]</div> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Witchstalker Frenzy 3R </div> <div> Instant </div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.</p> <p>Witchstalker Frenzy deals 5 damage to target creature.</p> </div> <div> <div>[sideboard]</div> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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