

Land

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.

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Creature -- Human Wizard

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.)

1/2

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1/2

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Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)

I -- This Saga deals 1 damage to each opponent and each planeswalker they control.

II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

Haste
If a creature dealt damage this turn
by a source you controlled would die,
exile it instead.

2/2

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Enchantment Creature -- Human Shaman

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If a creature dealt damage this turn by a source you controlled would die, exile it instead.

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<div> <div> Kumano Faces Kakkazan Ⓡ </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>-----</div> <div> <div>BACK FACE</div> <div>-----</div> </div> </div> <div> Etching of Kumano </div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <div>Haste</div> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Kumano Faces Kakkazan Ⓡ </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>-----</div> <div> <div>BACK FACE</div> <div>-----</div> </div> </div> <div> Etching of Kumano </div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <div>Haste</div> <p>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Light Up the Stage 2Ⓡ </div> <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.)</p> <p>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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Light Up the Stage 2Ⓡ </div> <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.)</p> <p>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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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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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$$(\{T\}: \text{Add } \{R\}.)$$

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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>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>
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Slickshot Show-Off (1)(R) Creature -- Bird Wizard Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slickshot Show-Off (1)(R) Creature -- Bird Wizard Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slickshot Show-Off (1)(R) Creature -- Bird Wizard Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soul-Scar Mage (R) Creature -- Human Wizard Prowess 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	Soul-Scar Mage (R) Creature -- Human Wizard Prowess 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	Soul-Scar Mage (R) Creature -- Human Wizard Prowess 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	Soul-Scar Mage (R) Creature -- Human Wizard Prowess 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

<div><div>Wizard's Lightning</div><div>2R</div></div> <div>Instant</div> <div>This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wizard's Lightning</div><div>2R</div></div> <div>Instant</div> <div>This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wizard's Lightning</div><div>2R</div></div> <div>Instant</div> <div>This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wizard's Lightning</div><div>2R</div></div> <div>Instant</div> <div>This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Case of the Crimson Pulse</div><div>2R</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Case of the Crimson Pulse</div><div>2R</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Jegantha, the Wellspring</div><div>4R/G</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>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Magebane Lizard</div><div>1R</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>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Magebane Lizard (1)(R) Creature -- Lizard 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. [sideboard] <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magebane Lizard (1)(R) Creature -- Lizard 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. [sideboard] <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Ferocidon (2)(R) Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Ferocidon (2)(R) Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rampaging Ferocidon (2)(R) Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Ferocidon (2)(R) Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley (R) Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley (R) Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>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>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>	
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