

<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Assault Strobe</div><div>Sorcery</div><div>Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Blossoming Defense

G

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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G

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Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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Commercial District

Land -- Mountain Forest

(**{T}**: Add **{R}** or **{G}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Rage Channeler ®

®

Creature -- Human Shaman

Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)

Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Dart

®

Instant

Lava Dart deals 1 damage to any target.
Flashback--Sacrifice a Mountain.
(You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lava Dart</div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Legion Leadership</div><div>Instant</div><div>Until end of turn, double target creature's power and it gains first strike.</div><div>----- BACK FACE -----</div><div>Legion Stronghold</div><div>Land</div><div>This land enters tapped. {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Monstrous Rage</div><div>R</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>	<div><div>Monstrous Rage</div><div>R</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>	<div><div>Mountain</div><div></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></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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<p>Scalding Tarn</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Scalding Tarn</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Scale Up ⑥</p> <p>Sorcery</p> <p>Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Scale Up ⑥</p> <p>Sorcery</p> <p>Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div> Slickshot Show-Off <div> <div>1</div> <div>R</div> </div> </div> <div> Creature -- Bird Wizard </div> <div> 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> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Soul-Scar Mage <div> <div>R</div> </div> </div> <div> Creature -- Human Wizard </div> <div> 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> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Soul-Scar Mage <div> <div>R</div> </div> </div> <div> Creature -- Human Wizard </div> <div> 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> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Soul-Scar Mage <div> <div>R</div> </div> </div> <div> Creature -- Human Wizard </div> <div> 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> <div> <div>1/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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<div>Underworld Breach (1)(R)</div> <div>Enchantment</div> <div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Harsh Mentor (1)(R)</div> <div>Creature -- Human Cleric</div> <div>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Harsh Mentor (1)(R)</div> <div>Creature -- Human Cleric</div> <div>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Harsh Mentor (1)(R)</div> <div>Creature -- Human Cleric</div> <div>Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pick Your Poison (G)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Pick Your Poison ⑥ </div> <hr/> <p>Sorcery</p> <hr/> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> </div> <div> Seek the Beast ①R </div> <hr/> <p>Instant -- Adventure</p> <hr/> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Questing Druid ①G </div> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> </div> <div> Seek the Beast ①R </div> <hr/> <p>Instant -- Adventure</p> <hr/> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Questing Druid ①G </div> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> </div> <div> Seek the Beast ①R </div> <hr/> <p>Instant -- Adventure</p> <hr/> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Questing Druid ①G </div> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> </div> <div> Seek the Beast ①R </div> <hr/> <p>Instant -- Adventure</p> <hr/> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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G

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.)

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{T}, Sacrifice this artifact: Exile target player's graveyard.

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