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| <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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consider(U)</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            | <div><div>Consider(U)</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            | <div><div>Consider(U)</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            |
| <div><div>Consider(U)</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Fugitive Codebreaker(1)(R)</div><div>Creature -- Goblin Rogue</div><div>Prowess, haste<br/>Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)<br/>When this creature is turned face up, discard your hand, then draw three cards.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fugitive Codebreaker(1)(R)</div><div>Creature -- Goblin Rogue</div><div>Prowess, haste<br/>Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)<br/>When this creature is turned face up, discard your hand, then draw three cards.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fugitive Codebreaker(1)(R)</div><div>Creature -- Goblin Rogue</div><div>Prowess, haste<br/>Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)<br/>When this creature is turned face up, discard your hand, then draw three cards.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Hearth Elemental

(5)(R)

Creature -- Elemental

This spell costs {X} less to cast,  
where X is the number of cards in your  
graveyard that are instant cards,  
sorcery cards, and/or have an  
Adventure.

4/5

-- - ADVENTURE - - -

Stoke Genius

(1)(R)

Sorcery -- Adventure

Discard your hand, then draw two  
cards. (Then exile this card. You may  
cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hearth Elemental

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sorcery cards, and/or have an  
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4/5

-- - ADVENTURE - - -

Stoke Genius

(1)(R)

Sorcery -- Adventure

Discard your hand, then draw two  
cards. (Then exile this card. You may  
cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island

Basic Land -- Island

{{T}}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kumano Faces Kakkazan

(R)

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 - - -

Etching of Kumano

Enchantment Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kumano Faces Kakkazan

(R)

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-- - BACK FACE - - -

Etching of Kumano

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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battlefield transformed under your control.

-- - BACK FACE - - -

Etching of Kumano

Enchantment Creature -- Human Shaman

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

## Playtest cards - paka11 - Standard (Standard Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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.)<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> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <div>Haste</div> <div>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div> </div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Lightning Strike</div> <div> <div>Instant</div> <div> <div>Lightning Strike deals 3 damage to any target.</div> </div> </div> <div> <div>1</div> <div>R</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                        | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                        | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                        |
| <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Monstrous Rage</div> <div> <div>Instant</div> <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>1</div> <div>R</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Monstrous Rage</div> <div> <div>Instant</div> <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>1</div> <div>R</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - paka11 - Standard (Standard Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Monstrous Rage</div><div><div>R</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Monstrous Rage</div><div><div>R</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>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>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>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>Otawara, Soaring City</div></div> <div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Play with Fire</div><div><div>R</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Play with Fire</div><div><div>R</div></div></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>Play with Fire</div><div><div>R</div></div></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>Play with Fire</div><div><div>R</div></div></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>Restless Spire</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U} or {R}.<br/>{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike."<br/>It's still a land.<br/>Whenever this land attacks, scry 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Scorching Shot</div><div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Scorching Shot deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div><div>Scorching Shot</div><div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Scorching Shot deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div><div>Shivan Reef</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div><div>Shivan Reef</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                             |

## Land

{T}: Add {C}.  
{T}: Add {U} or {R}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}: Add {U} or {R}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sokenzan, Crucible of Defiance</div></div><div>Legendary Land</div><div><div>{T}: Add {R}.</div><div>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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |
| <div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                   | <div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  | <div><div><div>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Thran Portal</div><div>Land -- Gate</div><div>This land enters tapped unless you control two or fewer other lands.<br/>As this land enters, choose a basic land type.<br/>This land is the chosen type in addition to its other types.<br/>Mana abilities of this land cost an additional 1 life to activate.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Two-Headed Hunter4R</div><div>Creature -- Giant</div><div>Menace (This creature can't be blocked except by two or more creatures.)</div></div><div>5/4</div><div>-----ADVENTURE-----</div><div><div>Twice the Rage1R</div><div>Instant -- Adventure</div><div>Target creature gains double strike until end of turn. (Then exile this card. You may cast the creature later from exile.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Two-Headed Hunter4R</div><div>Creature -- Giant</div><div>Menace (This creature can't be blocked except by two or more creatures.)</div></div><div>5/4</div><div>-----ADVENTURE-----</div><div><div>Twice the Rage1R</div><div>Instant -- Adventure</div><div>Target creature gains double strike until end of turn. (Then exile this card. You may cast the creature later from exile.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lithomantic BarrageR</div><div>Sorcery</div><div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lithomantic BarrageR</div><div>Sorcery</div><div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div><div>Lithomantic BarrageR</div><div>Sorcery</div><div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              |

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| <div><div>Lost in the Maze</div><div><div>X</div><div>U</div><div>U</div></div></div> <div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br/>Tapped creatures you control have hexproof.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lost in the Maze</div><div><div>X</div><div>U</div><div>U</div></div></div> <div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br/>Tapped creatures you control have hexproof.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |
| <div><div>Seismic Wave</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Seismic Wave deals 2 damage to any target and 1 damage to each nonartifact creature target opponent controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Seismic Wave</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Seismic Wave deals 2 damage to any target and 1 damage to each nonartifact creature target opponent controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Torpor Orb</div><div><div>2</div></div></div> <div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Torpor Orb</div><div><div>2</div></div></div> <div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <p>[sideboard]</p> <div> <div>*/*</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <p>[sideboard]</p> <div> <div>*/*</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
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