

Ancestral Anger

®

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Anger

®

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Anger

®

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Anger

®

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cacophony Scamp

®

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cacophony Scamp

®

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cacophony Scamp

®

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cacophony Scamp

®

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>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>2/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>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>2/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>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>2/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>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>2/2</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div>
<div> <div>Mishra's Foundry</div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Mishra's Foundry</div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></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>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>R</div></div></div> <div><div>Creature -- Human Monk</div><div></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>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>R</div></div></div> <div><div>Instant</div><div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Mountain</div><div></div></div> <div><div>Basic Land -- Mountain</div><div></div><div><div>([T]: Add [R].)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Mountain</div><div></div></div> <div><div>Basic Land -- Mountain</div><div></div><div><div>([T]: Add [R].)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>	<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>	<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><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Play with Fire</div><div>R</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><div>Play with Fire</div><div>R</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><div>Play with Fire</div><div>R</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><div>Play with Fire</div><div>R</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><div>Shock</div><div>R</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shock</div><div>R</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Slickshot Show-Off</div><div>1R</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>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Slickshot Show-Off</div><div>1R</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>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Slickshot Show-Off</div> <div> <div>1</div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Slickshot Show-Off</div> <div> <div>1</div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Sokenzan, Crucible of Defiance</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Sokenzan, Crucible of Defiance</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>End the Festivities</div> <div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>

②R

Menace
At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

②③

Menace
At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②③

Menace
At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②③

Menace
At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②R

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

②R

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②R

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②③

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

<div><div>Witchstalker Frenzy (3)(R)</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><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Witchstalker Frenzy (3)(R)</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><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Witchstalker Frenzy (3)(R)</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><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	
--	--	--	--