

Land

This land enters tapped unless you control a Mountain.

{T}: Add {R}.

{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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RR

Creature -- Human Warrior

First strike, haste
Whenever a player casts a spell from
a graveyard, this creature deals 3
damage to that player.

2/2

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Land

{T}: Add {R}. This land deals 1 damage to you.
Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.

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Enchantment

Nonbasic lands are Mountains.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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① R

Creature -- Vampire

Haste
When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.

2/2

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Sorcerv

Boltwave deals 3 damage to each opponent.

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Bonecrusher Giant 2 R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broadside Bombardiers 2 R Creature -- Goblin Pirate Menace, haste Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burst Lightning R Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cemetery Gatekeeper 1 R Creature -- Vampire First strike When this creature enters, exile a card from a graveyard. Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chain Lightning R Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel 1 R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead R Instant Dead deals 2 damage to target creature. ----- RIGHT HALF ----- Gone 2 R Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den of the Bugbear 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Rage Channeler (R) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthshaker Khenra (1R) Creature -- Jackal Warrior Haste When this creature enters, target creature with power less than or equal to this creature's power can't block this turn. Eternalize {4}{R}{R} ({4}{R}{R}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Warrior with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eidolon of the Great Revel (RR) Enchantment Creature -- Spirit Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emberheart Challenger (1R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Exquisite Firecraft (1RR) Sorcery Exquisite Firecraft deals 4 damage to any target. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker (2R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feldon, Ronom Excavator (1R) Legendary Creature -- Human Artificer Haste Feldon can't block. Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Confluence (2RR) Sorcery Choose three. You may choose the same mode more than once. * Fiery Confluence deals 1 damage to each creature. * Fiery Confluence deals 2 damage to each opponent. * Destroy target artifact. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fireblast 4 R R Instant You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flame Slash R Sorcery Flame Slash deals 4 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Rage 1 R R Instant If it's not your turn, you may exile a red card from your hand rather than pay this spell's mana cost. Create two 3/1 red Elemental creature tokens with trample and haste. Sacrifice those tokens at the beginning of your next upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fugitive Codebreaker 1 R Creature -- Goblin Rogue Prowess, haste 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.) When this creature is turned face up, discard your hand, then draw three cards. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fury 3 R R Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Blast R Instant Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Discharge R Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostfire Slice 2 R Instant Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Guide (R) Creature -- Goblin Scout Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Lavamancer (R) Creature -- Human Wizard {R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Headliner Scarlett (3)(R) Legendary Creature -- Human Warlock Haste When Headliner Scarlett enters, creatures target player controls can't block this turn. At the beginning of your upkeep, exile the top card of your library face down. You may look at and play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horizon of Progress Land {T}, Pay 1 life: Add one mana of any type that a land you control could produce. {3}, {T}: You may put a land card from your hand onto the battlefield tapped. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Incendiary Flow (1)(R) Sorcery Incendiary Flow deals 3 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incinerate (1)(R) Instant Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laelia, the Blade Reforged (2)(R) Legendary Creature -- Spirit Warrior Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Spike (R) Sorcery -- Arcane Lava Spike deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lightning Strike deals 3 damage to any target.

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Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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① R

Haste
Lieutenant -- At the beginning of
combat on your turn, if you control
your commander, create a 1/1
colorless Thopter artifact creature
token with flying. That token gains
haste until end of turn.

2/1

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Nonbasic lands are Mountains.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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If it's your turn, you may sacrifice a Mountain rather than pay this spell's mana cost.

Mine Collapse deals 5 damage to target creature or planeswalker.

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{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pinnacle Monk Creature -- Djinn Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, return target instant or sorcery card from your graveyard to your hand. 2/2 Mystic Peak Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with Fire Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyrogoyf Creature -- Lhurgoyf Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyrokinesis Instant You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampaging Ferocidon Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ranger's Firebrand Sorcery Ranger's Firebrand deals 2 damage to any target. The Ring tempts you. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorkin Needlehead Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rift Bolt Sorcery Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Screaming Nemesis Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Fire Enchantment Sacrifice this enchantment: It deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Searing Blaze Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Searing Spear Instant Searing Spear deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shinka, the Bloodsoaked Keep Legendary Land {T}: Add {R}. {R}, {T}: Target legendary creature gains first strike until end of turn.	Shock (R) Instant Shock deals 2 damage to any target.	Skewer the Critics (2)(R) Sorcery Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Skewer the Critics deals 3 damage to any target.	Skullcrack (1)(R) Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.
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.)	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.)	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.)	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.)
1/2			
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

Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Star Athlete 1RR Creature -- Human Warrior Menace Whenever this creature attacks, choose up to one target nonland permanent. Its controller may sacrifice it. If they don't, this creature deals 5 damage to that player. Blitz {3}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfuric Vortex 1RR Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundering Eruption 2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. ----- BACK FACE ----- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Synth Eradicator 2R Artifact Creature -- Synth Soldier Haste Whenever this creature attacks, exile the top card of your library. You may get {E}{E} (two energy counters). If you don't, you may play that card this turn. {T}, Pay {E}{E}{E}: This creature deals 3 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tarfire Kindred Instant -- Goblin Tarfire deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Slash Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kellan, Planar Trailblazer Legendary Creature -- Human Faerie Scout {1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn." {2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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