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| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |
| <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>( {T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                     | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                     | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                              | <div><div><b>Callous Sell-Sword</b><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><b>Burn Together</b><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Callous Sell-Sword</b><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><b>Burn Together</b><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Callous Sell-Sword</b><div>1B</div></div><div>Creature -- Human Soldier</div><div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div><div>2/2</div><div>----- ADVENTURE -----</div><div><b>Burn Together</b><div>R</div></div><div>Sorcery -- Adventure</div><div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Claim</b><div>B</div></div><div>Sorcery</div><div>Return target creature card with mana value 2 or less from your graveyard to the battlefield.</div><div>----- AFTERMATH HALF -----</div><div><b>Fame</b><div>1R</div></div><div>Sorcery</div><div>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Target creature gets +2/+0 and gains haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Den of the Bugbear</b></div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |

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**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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®

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

When this creature dies, it deals damage equal to its power to each opponent.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature dies, it deals damage equal to its power to each opponent.

1/1

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®

Target creature gets +3/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gets +3/+2 until end of turn.

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| <div> <b>Infuriate</b> <span>(R)</span> </div> <div> Instant </div> <div> Target creature gets +3/+2 until end of turn. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <b>Inti, Seneschal of the Sun</b> <span>(1)(R)</span> </div> <div> Legendary Creature -- Human Knight </div> <div> Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/> Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                         | <div> <b>Jegantha, the Wellspring</b> <span>(4)(R/G)</span> </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.)<br/> {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                             | <div> <b>Kumano Faces Kakkazan</b> <span>(R)</span> </div> <div> Enchantment -- Saga </div> <div> (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. </div> <div> <div>BACK FACE</div> </div> <div> <b>Etching of Kumano</b> </div> <div> Enchantment Creature -- Human Shaman </div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Kumano Faces Kakkazan</b> <span>(R)</span> </div> <div> Enchantment -- Saga </div> <div> (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. </div> <div> <div>BACK FACE</div> </div> <div> <b>Etching of Kumano</b> </div> <div> Enchantment Creature -- Human Shaman </div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Kumano Faces Kakkazan</b> <span>(R)</span> </div> <div> Enchantment -- Saga </div> <div> (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. </div> <div> <div>BACK FACE</div> </div> <div> <b>Etching of Kumano</b> </div> <div> Enchantment Creature -- Human Shaman </div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Kumano Faces Kakkazan</b> <span>(R)</span> </div> <div> Enchantment -- Saga </div> <div> (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. </div> <div> <div>BACK FACE</div> </div> <div> <b>Etching of Kumano</b> </div> <div> Enchantment Creature -- Human Shaman </div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Manifold Mouse</b> <span>(1)(R)</span> </div> <div> Creature -- Mouse Soldier </div> <div> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                             |

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| <div> <div> <b>Manifold Mouse</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Manifold Mouse</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Monastery Swiftspear</b> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                   | <div> <div> <b>Monastery Swiftspear</b> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                   |
| <div> <div> <b>Monastery Swiftspear</b> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                                      | <div> <div> <b>Monastery Swiftspear</b> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                                      | <div> <div> <b>Monstrous Rage</b> <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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Monstrous Rage</b> <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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |

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| <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>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>Mountain</div> <div>Basic Land -- Mountain</div> <div>([T]): Add [R].)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                           | <div>Rockface Village</div> <div>Land</div> <div>[T]: Add [C].<br/>[T]: Add [R]. Spend this mana only to cast a creature spell.<br/>[R], [T]: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Slickshot Show-Off</div> <div>1R</div> <div>Creature -- Bird Wizard</div> <div>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>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>Slickshot Show-Off</div> <div>1R</div> <div>Creature -- Bird Wizard</div> <div>Flying, haste<br/>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br/>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>Sokenzan, Crucible of Defiance</div> <div>Legendary Land</div> <div>[T]: Add [R].<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sulfurous Springs</div> <div>Land</div> <div>[T]: Add [C].<br/>[T]: Add [B] or [R]. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   |

## Sulfurous Springs

Land

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

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## Sulfurous Springs

Land

{T}: Add {C}.  
{T}: Add {B} or {R}. This land deals  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thoughtseize

**(B)**

Sorcery

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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## Thoughtseize

**B**

## Sorcery

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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## Chandra's Defeat

®

Instant

Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.

[sidebar]

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## Deep-Cavern Bat

① ②

Creature -- Bat

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Deep-Cavern Bat

① ②

Creature -- Bat

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Grafdigger's Cage</b> ①<br><hr/> Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard]<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                         | <b>Hazoret the Fervent</b> ③R<br><hr/> Legendary Creature -- God<br><hr/> Indestructible, haste<br>Hazoret can't attack or block unless you have one or fewer cards in hand.<br>{2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.<br><br>[sideboard]<br><br><div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                  | <b>Jegantha, the Wellspring</b> ④R/G<br><hr/> Legendary Creature -- Elemental Elk<br><hr/> 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.)<br>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.<br><br>[sideboard]<br><br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ob Nixilis, the Adversary</b> ①B③R<br><hr/> Legendary Planeswalker -- Nixilis<br><hr/> Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)<br>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.<br>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."<br>[-7]: Target player draws seven cards and loses 7 life.<br><br>[sideboard]<br><br><div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
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{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2

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