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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Aether Gust</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Aether Gust</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div> <div> <div>{T}: Add {G} or {U}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div> <div> <div>{T}: Add {G} or {U}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div> <div> <div>{T}: Add {G} or {U}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div> <div> <div>{T}: Add {G} or {U}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Castle Vantress</div> <div>Land</div> <div> <div>This land enters tapped unless you control an Island.</div> <div>{T}: Add {U}.</div> <div>{2}{U}{U}, {T}: Scry 2.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    | <div>Castle Vantress</div> <div>Land</div> <div> <div>This land enters tapped unless you control an Island.</div> <div>{T}: Add {U}.</div> <div>{2}{U}{U}, {T}: Scry 2.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    |

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| <div><div>Chemister's Insight</div><div><div>3</div><div>U</div></div></div> <div><div>Instant</div><div>Draw two cards.<br/>Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Chemister's Insight</div><div><div>3</div><div>U</div></div></div> <div><div>Instant</div><div>Draw two cards.<br/>Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Expansion</div><div><div>U/R</div><div>U/R</div></div></div> <div><div>Instant</div><div>Copy target instant or sorcery spell with mana value 4 or less. You may choose new targets for the copy.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                       | <div><div>Expansion</div><div><div>U/R</div><div>U/R</div></div></div> <div><div>Instant</div><div>Copy target instant or sorcery spell with mana value 4 or less. You may choose new targets for the copy.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                       |
| <div><div>Expansion</div><div><div>U/R</div><div>U/R</div></div></div> <div><div>Instant</div><div>Copy target instant or sorcery spell with mana value 4 or less. You may choose new targets for the copy.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                            | <div><div>Expansion</div><div><div>U/R</div><div>U/R</div></div></div> <div><div>Instant</div><div>Copy target instant or sorcery spell with mana value 4 or less. You may choose new targets for the copy.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                            | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Explosion</div><div><div>X</div><div>U</div><div>U</div><div>R</div><div>R</div></div></div> <div><div>Instant</div><div>Explosion deals X damage to any target. Target player draws X cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div>Explosion</div><div><div>X</div><div>U</div><div>U</div><div>R</div><div>R</div></div></div> <div><div>Instant</div><div>Explosion deals X damage to any target. Target player draws X cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div>Explosion</div><div><div>X</div><div>U</div><div>U</div><div>R</div><div>R</div></div></div> <div><div>Instant</div><div>Explosion deals X damage to any target. Target player draws X cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                           | <div><div>Explosion</div><div><div>X</div><div>U</div><div>U</div><div>R</div><div>R</div></div></div> <div><div>Instant</div><div>Explosion deals X damage to any target. Target player draws X cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                           |

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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |
| <div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Mystical Dispute2U</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Mystical Dispute2U</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Negate1U</div><div>Instant</div><div>Counter target noncreature spell.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>OptU</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>OptU</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                |

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| <div><div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Scorching Dragonfire</div><div>Instant</div><div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scorching Dragonfire</div><div>Instant</div><div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<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>Storm's Wrath</div><div>Sorcery</div><div>Storm's Wrath deals 4 damage to each creature and each planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Storm's Wrath</div><div>Sorcery</div><div>Storm's Wrath deals 4 damage to each creature and each planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Temple of Abandon</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple of Epiphany</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Temple of Epiphany</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {U} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                | <div> <div>Temple of Mystery</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                | <div> <div>Temple of Mystery</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                | <div> <div>Thassa's Intervention (X)(U)(U)</div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Look at the top X cards of your library. Put up to two of them into your hand and the rest on the bottom of your library in a random order.</p> <p>* Counter target spell unless its controller pays twice {X}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                |
| <div> <div>Thassa's Intervention (X)(U)(U)</div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Look at the top X cards of your library. Put up to two of them into your hand and the rest on the bottom of your library in a random order.</p> <p>* Counter target spell unless its controller pays twice {X}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Uro, Titan of Nature's Wrath (1)(G)(U)</div> <div>Legendary Creature -- Elder Giant</div> <div> <p>When Uro enters, sacrifice it unless it escaped.</p> <p>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.</p> <p>Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Uro, Titan of Nature's Wrath (1)(G)(U)</div> <div>Legendary Creature -- Elder Giant</div> <div> <p>When Uro enters, sacrifice it unless it escaped.</p> <p>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.</p> <p>Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Uro, Titan of Nature's Wrath (1)(G)(U)</div> <div>Legendary Creature -- Elder Giant</div> <div> <p>When Uro enters, sacrifice it unless it escaped.</p> <p>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.</p> <p>Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Wilderness Reclamation (3)(G)</div><div>Enchantment</div><div>At the beginning of your end step, untap all lands you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div><div>Wilderness Reclamation (3)(G)</div><div>Enchantment</div><div>At the beginning of your end step, untap all lands you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                         | <div><div><div>Wilderness Reclamation (3)(G)</div><div>Enchantment</div><div>At the beginning of your end step, untap all lands you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                         | <div><div><div>Wilderness Reclamation (3)(G)</div><div>Enchantment</div><div>At the beginning of your end step, untap all lands you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |
| <div><div><div>Aether Gust (1)(U)</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bonecrusher Giant (2)(R)</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp (1)(R)</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bonecrusher Giant (2)(R)</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>[sideboard]</div><div>4/3</div><div>----- ADVENTURE -----</div><div><div>Stomp (1)(R)</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fry (1)(R)</div><div>Instant</div><div>This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① R

This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue.

[sideboard]

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2 U

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Flash  
Other Wolves and Werewolves you  
control get +1/+1.  
At the beginning of your end step,  
if you didn't cast a spell this  
turn, create a 2/2 green Wolf  
creature token.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Flash  
Other Wolves and Werewolves you  
control get +1/+1.  
At the beginning of your end step,  
if you didn't cast a spell this  
turn, create a 2/2 green Wolf  
creature token.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Flash  
Other Wolves and Werewolves you  
control get +1/+1.  
At the beginning of your end step,  
if you didn't cast a spell this  
turn, create a 2/2 green Wolf  
creature token.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> Redcap Melee R </div> <div> Instant </div> <div> Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Redcap Melee R </div> <div> Instant </div> <div> Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Scorching Dragonfire 1R </div> <div> Instant </div> <div> Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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