

<div>Atarka's Command</div> <div><div>R</div><div>G</div></div> <div>Instant</div> <div>Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Atarka's Command</div> <div><div>R</div><div>G</div></div> <div>Instant</div> <div>Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Audacity</div> <div><div>G</div></div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blossoming Defense</div> <div><div>G</div></div> <div>Instant</div> <div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Blossoming Defense</div> <div><div>G</div></div> <div>Instant</div> <div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blossoming Defense</div> <div><div>G</div></div> <div>Instant</div> <div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blossoming Defense</div> <div><div>G</div></div> <div>Instant</div> <div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Den of the Bugbear</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Den of the Bugbear</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div><div>(As this Saga enters and after your draw step, add a lore counter.)</div><div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div><div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div><div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div><div>(As this Saga enters and after your draw step, add a lore counter.)</div><div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div><div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div><div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div><div>(As this Saga enters and after your draw step, add a lore counter.)</div><div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div><div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div><div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Kumano Faces Kakkazan</div><div>Enchantment -- Saga</div><div><div>(As this Saga enters and after your draw step, add a lore counter.)</div><div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div><div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div><div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div><div>Haste</div><div>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div></div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div><div>Haste</div><div>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div></div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div><div>Haste</div><div>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div></div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Etching of Kumano</div><div>Enchantment Creature -- Human Shaman</div><div><div>Haste</div><div>If a creature dealt damage this turn by a source you controlled would die, exile it instead.</div></div><div>2/2</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>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>Play with Fire</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>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>
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<p>Questing Druid (1)(G)</p> <p>Creature -- Human Druid</p> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>----- ADVENTURE -----</p> <p>Seek the Beast (1)(R)</p> <p>Instant -- Adventure</p> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Questing Druid (1)(G)</p> <p>Creature -- Human Druid</p> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>----- ADVENTURE -----</p> <p>Seek the Beast (1)(R)</p> <p>Instant -- Adventure</p> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Rampaging Ferocidon (2)(R)</p> <p>Creature -- Dinosaur</p> <p>Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Rampaging Ferocidon (2)(R)</p> <p>Creature -- Dinosaur</p> <p>Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Rimrock Knight (1)(R)</p> <p>Creature -- Dwarf Knight</p> <p>This creature can't block.</p> <p>3/1</p> <p>----- ADVENTURE -----</p> <p>Boulder Rush (R)</p> <p>Instant -- Adventure</p> <p>Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Slickshot Show-Off (1)(R)</p> <p>Creature -- Bird Wizard</p> <p>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Slickshot Show-Off (1)(R)</p> <p>Creature -- Bird Wizard</p> <p>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Slickshot Show-Off (1)(R)</p> <p>Creature -- Bird Wizard</p> <p>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.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Soul-Scar Mage</div> <div>R</div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Prowess</div> <div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Soul-Scar Mage</div> <div>R</div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Prowess</div> <div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Soul-Scar Mage</div> <div>R</div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Prowess</div> <div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Soul-Scar Mage</div> <div>R</div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Prowess</div> <div>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spikefield Hazard</div> <div>R</div> </div> <div> <div>Instant</div> <div> <div>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</div> <div>----- - - - BACK FACE - - -</div> <div>Spikefield Cave</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {R}.</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <div>{T}: Add {R} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div>1/2</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}.) 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}.) 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}.) 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>Witchstalker Frenzy3R</div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Burning Hands1R</div><div>Instant</div><div>Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Burning Hands1R</div><div>Instant</div><div>Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chandra's DefeatR</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chandra's DefeatR</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Jegantha, the Wellspring (4)(R/G) </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.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. </div> <div>[sideboard]</div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pick Your Poison (G) </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div>[sideboard]</div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pick Your Poison (G) </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div>[sideboard]</div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pick Your Poison (G) </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div>[sideboard]</div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Witchstalker Frenzy 3R </div> <div> Instant </div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Witchstalker Frenzy 3R </div> <div> Instant </div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	