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| <div><div>Den of the Bugbear</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>                                                      | <div><div>Den of the Bugbear</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>                                                      | <div><div>Disdainful Stroke</div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             | <div><div>Dragon's Fire</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.<br/>Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Dragon's Fire</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.<br/>Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dragon's Fire</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.<br/>Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dragon's Fire</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.<br/>Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Esika's Chariot</div><div>Legendary Artifact -- Vehicle</div><div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.<br/>Crew 4</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                |

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| <div><div><div>Esika's Chariot</div><div>36</div></div><div>Legendary Artifact -- Vehicle</div><div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.<br/>Crew 4</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Esika's Chariot</div><div>36</div></div><div>Legendary Artifact -- Vehicle</div><div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.<br/>Crew 4</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Esika's Chariot</div><div>36</div></div><div>Legendary Artifact -- Vehicle</div><div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.<br/>Crew 4</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Goldspan Dragon</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>Whenever this creature attacks or becomes the target of a spell, create a Treasure token.<br>Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goldspan Dragon</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>Whenever this creature attacks or becomes the target of a spell, create a Treasure token.<br>Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goldspan Dragon</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>Whenever this creature attacks or becomes the target of a spell, create a Treasure token.<br>Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goldspan Dragon</b> (3)(R)(R)<br>Creature -- Dragon<br>Flying, haste<br>Whenever this creature attacks or becomes the target of a spell, create a Treasure token.<br>Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Jaspera Sentinel</b> (G)<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            | <b>Jaspera Sentinel</b> (G)<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            | <b>Jaspera Sentinel</b> (G)<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            | <b>Jaspera Sentinel</b> (G)<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            |

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| <div>Lair of the Hydra</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {G}.<br/>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                | <div>Lair of the Hydra</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {G}.<br/>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                | <div>Magda, Brazen Outlaw 1R</div> <div>Legendary Creature -- Dwarf Berserker</div> <div>Other Dwarves you control get +1/+0. Whenever a Dwarf you control becomes tapped, create a Treasure token. Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Magda, Brazen Outlaw 1R</div> <div>Legendary Creature -- Dwarf Berserker</div> <div>Other Dwarves you control get +1/+0. Whenever a Dwarf you control becomes tapped, create a Treasure token. Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Magda, Brazen Outlaw 1R</div> <div>Legendary Creature -- Dwarf Berserker</div> <div>Other Dwarves you control get +1/+0. Whenever a Dwarf you control becomes tapped, create a Treasure token. Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Magda, Brazen Outlaw 1R</div> <div>Legendary Creature -- Dwarf Berserker</div> <div>Other Dwarves you control get +1/+0. Whenever a Dwarf you control becomes tapped, create a Treasure token. Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Moonveil Regent 3R</div> <div>Creature -- Dragon</div> <div>Flying<br/>Whenever you cast a spell, you may discard your hand. If you do, draw a card for each of that spell's colors.<br/>When this creature dies, it deals X damage to any target, where X is the number of colors among permanents you control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               | <div>Moonveil Regent 3R</div> <div>Creature -- Dragon</div> <div>Flying<br/>Whenever you cast a spell, you may discard your hand. If you do, draw a card for each of that spell's colors.<br/>When this creature dies, it deals X damage to any target, where X is the number of colors among permanents you control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               |

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| <div><div>Reckless Stormseeker</div><div>2R</div><div>Creature -- Human Werewolf</div><div>At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/3</div><div>Storm-Charged Slasher</div><div>Creature -- Werewolf</div><div>At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reckless Stormseeker</div><div>2R</div><div>Creature -- Human Werewolf</div><div>At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/3</div><div>Storm-Charged Slasher</div><div>Creature -- Werewolf</div><div>At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                          | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                          |
| <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Shatterskull Smashing</div><div>XRR</div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shatterskull Smashing</div><div>XRR</div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Shatterskull Smashing (X)(R)(R)</div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div><div>----- BACK FACE -----</div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shatterskull Smashing (X)(R)(R)</div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div><div>----- BACK FACE -----</div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrenn and Seven (3)(G)(G)</div><div>Legendary Planeswalker -- Wrenn</div><div>[+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.<br/>[0]: Put any number of land cards from your hand onto the battlefield tapped.<br/>[-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control."<br/>[-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrenn and Seven (3)(G)(G)</div><div>Legendary Planeswalker -- Wrenn</div><div>[+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.<br/>[0]: Put any number of land cards from your hand onto the battlefield tapped.<br/>[-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control."<br/>[-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Burning Hands (1)(R)</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 Hands (1)(R)</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 Hands (1)(R)</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 Hands (1)(R)</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>                                                                                                                                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Disdainful Stroke</div><div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div><div>Negate</div><div>1U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div><div>Play with Fire</div><div>R</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Play with Fire</div><div>R</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Play with Fire</div><div>R</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Play with Fire</div><div>R</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tangletrap</div><div>1G</div></div><div>Instant</div><div>Choose one --<br/>* Tangletrap deals 5 damage to target creature with flying.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Tangletrap</div><div>1G</div></div><div>Instant</div><div>Choose one --<br/>* Tangletrap deals 5 damage to target creature with flying.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               |

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| <div><div>Test of Talents</div><div><div>1U</div></div><div>Instant</div><div>Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thundering Rebuke</div><div><div>1R</div></div><div>Sorcery</div><div>Thundering Rebuke deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thundering Rebuke</div><div><div>1R</div></div><div>Sorcery</div><div>Thundering Rebuke deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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