

<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Barbarian Ring</div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Barbarian Ring</div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boros Charm</div><div>Instant</div><div>Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boros Charm</div><div>Instant</div><div>Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Boros Charm</div> <div> <div></div> <div></div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Boros Charm</div> <div> <div></div> <div></div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Eidolon of the Great Revel</div> <div> <div></div> <div></div> </div> </div> <div> <div>Enchantment Creature -- Spirit</div> <div> Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player. </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Eidolon of the Great Revel</div> <div> <div></div> <div></div> </div> </div> <div> <div>Enchantment Creature -- Spirit</div> <div> Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player. </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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®

Haste
Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

2/2

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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Sorcery -- Arcane

Lava Spike deals 3 damage to target player or planeswalker.

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<div><div><div><div><div><div></div><div>Lava Spike</div><div><div><div></div><div>R</div></div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Lava Spike</div><div><div><div></div><div>R</div></div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Lightning Bolt</div><div><div><div></div><div>R</div></div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Lightning Bolt</div><div><div><div></div><div>R</div></div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>
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<div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</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>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</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>Rift Bolt</div> <div>②Ⓡ</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rift Bolt</div> <div>②Ⓡ</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rift Bolt</div> <div>②Ⓡ</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Rift Bolt</div><div>2R</div></div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.) 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>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.) 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>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Searing Blaze</div> <div>RR</div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Searing Blaze</div> <div>RR</div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Searing Blaze</div> <div>RR</div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div>Path to Exile</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Path to Exile</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Path to Exile</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sanctifier en-Vec</div><div><div><div>W</div><div>W</div></div></div></div> <div><div>Creature -- Human Cleric</div><div>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>2/2</div></div>

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① ② R

Whenever a land enters under an opponent's control, if that player had another land enter the battlefield under their control this turn, this creature deals 3 damage to that player.

[sideboard]

2/1

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① R

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

W

Destroy target enchantment.
Fuse (You may cast one or both halves
of this card from your hand.)

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① ② R

Destroy target artifact.
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