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| <div> <div>Barbarian Ring</div> <div>Land</div> <div>           {T}: Add {R}. This land deals 1 damage to you.<br/>           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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Barbarian Ring</div> <div>Land</div> <div>           {T}: Add {R}. This land deals 1 damage to you.<br/>           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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                 | <div> <div>           Blood Moon           (2)(R)         </div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                            | <div> <div>           Blood Moon           (2)(R)         </div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                      |
| <div> <div>           Blood Moon           (2)(R)         </div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </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>4/3</div> <div>           - - - ADVENTURE - - -         </div> <div> <div>Stomp</div> <div>Instant -- Adventure</div> <div>           Damage can't be prevented this turn.<br/>           Stomp deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.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>4/3</div> <div>           - - - ADVENTURE - - -         </div> <div> <div>Stomp</div> <div>Instant -- Adventure</div> <div>           Damage can't be prevented this turn.<br/>           Stomp deals 2 damage to any target.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>           Chrome Mox           (0)         </div> <div>Artifact</div> <div>           Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>           {T}: Add one mana of any of the exiled card's colors.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div> <div>Chrome Mox</div> <div>Artifact</div> <div> Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        | <div> <div>Chrome Mox</div> <div>Artifact</div> <div> Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/> {T}: Add one mana of any of the exiled card's colors. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                           | <div> <div>Conductive Current</div> <div>Sorcery</div> <div> Conductive Current deals 3 damage to each creature. Choose an instant or sorcery card in your hand. It perpetually gains "If this spell would deal noncombat damage to a permanent or player, it deals that much damage plus 2 instead." </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dragon's Rage Channeler</div> <div>Creature -- Human Shaman</div> <div> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/> Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dragon's Rage Channeler</div> <div>Creature -- Human Shaman</div> <div> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/> Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dragon's Rage Channeler</div> <div>Creature -- Human Shaman</div> <div> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/> Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fear of Missing Out</b> (1)(R)<br><hr/> Enchantment Creature -- Nightmare<br><hr/> When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fear of Missing Out</b> (1)(R)<br><hr/> Enchantment Creature -- Nightmare<br><hr/> When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fear of Missing Out</b> (1)(R)<br><hr/> Enchantment Creature -- Nightmare<br><hr/> When this creature enters, discard a card, then draw a card.<br>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Fury</b> (3)(R)(R)<br><hr/> Creature -- Elemental Incarnation<br><hr/> Double strike<br>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br>Evoke--Exile a red card from your hand.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                  | <b>Laelia, the Blade Reforged</b> (2)(R)<br><hr/> Legendary Creature -- Spirit Warrior<br><hr/> Haste<br>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.<br>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 | <b>Laelia, the Blade Reforged</b> (2)(R)<br><hr/> Legendary Creature -- Spirit Warrior<br><hr/> Haste<br>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.<br>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 | <b>Laelia, the Blade Reforged</b> (2)(R)<br><hr/> Legendary Creature -- Spirit Warrior<br><hr/> Haste<br>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.<br>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                 |

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| <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |
| <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>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>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Oliphaunt</div><div>Creature -- Elephant</div><div>Trample<br/>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.<br/>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</div><div>6/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Oliphaunt</div><div>Creature -- Elephant</div><div>Trample<br/>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.<br/>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</div><div>6/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pinnacle Monk</div><div>Creature -- Djinn Monk</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div><div>2/2</div><div>BACK FACE</div><div><div>Mystic Peak</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> |

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| <div> <div>Ragavan, Nimble Pilferer (R)</div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Ragavan, Nimble Pilferer (R)</div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Ragavan, Nimble Pilferer (R)</div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Ragavan, Nimble Pilferer (R)</div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                  |
| <div> <div>Ramunap Ruins</div> <div> <div>Land -- Desert</div> <div> {T}: Add {C}.<br/> {T}, Pay 1 life: Add {R}.<br/> {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                    | <div> <div>Ramunap Ruins</div> <div> <div>Land -- Desert</div> <div> {T}: Add {C}.<br/> {T}, Pay 1 life: Add {R}.<br/> {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                    | <div> <div>Ramunap Ruins</div> <div> <div>Land -- Desert</div> <div> {T}: Add {C}.<br/> {T}, Pay 1 life: Add {R}.<br/> {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                    | <div> <div>Shatterskull Smashing (X)(R)(R)</div> <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> <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.<br/> {T}: Add {R}. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |

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| <div> <b>Shatterskull Smashing</b> <span>(X)(R)(R)</span> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div> <div></div> <div>BACK FACE</div> </div> </div> <div> <b>Shatterskull, the Hammer Pass</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sokenzan, Crucible of Defiance</b> </div> <div>Legendary Land</div> <div> <p>{T}: Add {R}. 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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                 | <div> <b>Spikefield Hazard</b> <span>(R)</span> </div> <div>Instant</div> <div> <p>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</p> </div> <div> <div> <div></div> <div>BACK FACE</div> </div> </div> <div> <b>Spikefield Cave</b> </div> <div>Land</div> <div> <p>This land enters tapped. {T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <b>Sundering Eruption</b> <span>(2)(R)</span> </div> <div>Sorcery</div> <div> <p>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</p> </div> <div> <div> <div></div> <div>BACK FACE</div> </div> </div> <div> <b>Volcanic Fissure</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Sundering Eruption</b> <span>(2)(R)</span> </div> <div>Sorcery</div> <div> <p>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</p> </div> <div> <div> <div></div> <div>BACK FACE</div> </div> </div> <div> <b>Volcanic Fissure</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                        | <div> <b>The One Ring</b> <span>(4)</span> </div> <div>Legendary Artifact</div> <div> <p>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The One Ring</b> <span>(4)</span> </div> <div>Legendary Artifact</div> <div> <p>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Unholy Heat</b> <span>(R)</span> </div> <div>Instant</div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                          |

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| <div>Unholy Heat</div> <div>R</div> <div>Instant</div> <div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div>Unholy Heat</div> <div>R</div> <div>Instant</div> <div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div>Vexing Bauble</div> <div>1</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                            | <div>Vexing Bauble</div> <div>1</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              |
| <div>Ghost Vacuum</div> <div>1</div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact:<br/>Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ghost Vacuum</div> <div>1</div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact:<br/>Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ghost Vacuum</div> <div>1</div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact:<br/>Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Sanctity</div> <div>2WW</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

|                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                               |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Leyline of Sanctity 2WW</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Sanctity 2WW</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Sanctity 2WW</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pithing Needle 1</div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  |
| <div><div>Pithing Needle 1</div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Pyroclasm 1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Pyroclasm 1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Roiling Vortex 1R</div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br/>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br/>{R}: Your opponents can't gain life this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Roiling Vortex

① R

## Enchantment

At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

{R}: Your opponents can't gain life this turn.

[sidebar]

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## Roiling Vortex

① R

Enchantment

At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

**{R}**: Your opponents can't gain life this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Roiling Vortex

①R

## Enchantment

At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

{R}: Your opponents can't gain life this turn.

[sidebar]

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