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| <div><div><div>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Battlefield Forge</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |



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| <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               | <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               | <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               | <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               |

## Lightning Helix

**R W**

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Helix

**(R) (W)**

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Helix

**(R) (W)**

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Helix

Ⓡ Ⓢ

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mabel, Heir to Cragflame (1)(R)(W)

① R W

Legendary Creature -- Mouse Soldier

Other Mice you control get +1/+1. When Mabel enters, create Cragflame, a legendary colorless Equipment artifact token with "Equipped creature gets +1/+1 and has vigilance, trample, and haste" and equip {2}.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mabel, Heir to Cragflame (1)(R)(W)

① R W

Legendary Creature -- Mouse Soldier

Other Mice you control get +1/+1. When Mabel enters, create Cragflame, a legendary colorless Equipment artifact token with "Equipped creature gets +1/+1 and has vigilance, trample, and haste" and equip {2}.

3/3

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## Manifold Mouse

①②

Creature -- Mouse Soldier

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)  
At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Manifold Mouse

①R

Creature -- Mouse Soldier

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)  
At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.

1/2

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| <div> <div> <b>Manifold Mouse</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Manifold Mouse</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Monstrous Rage</b> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Monstrous Rage</b> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Monstrous Rage</b> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                | <div> <div> <b>Monstrous Rage</b> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                | <div> <div> <b>Mountain</b> </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                 | <div> <div> <b>Mountain</b> </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Restless Bivouac</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.<br/>{1}{R}{W}: This land becomes a 2/2 red and white 0x creature until end of turn. It's still a land.<br/>Whenever this land attacks, put a +1/+1 counter on target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Bivouac</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.<br/>{1}{R}{W}: This land becomes a 2/2 red and white 0x creature until end of turn. It's still a land.<br/>Whenever this land attacks, put a +1/+1 counter on target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Restless Bivouac</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {R} or {W}.</p> <p>{1}{R}{W}: This land becomes a 2/2 red and white Ox creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, put a +1/+1 counter on target creature you control.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Rockface Village</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R}. Spend this mana only to cast a creature spell.</p> <p>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Rockface Village</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R}. Spend this mana only to cast a creature spell.</p> <p>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Rockface Village</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R}. Spend this mana only to cast a creature spell.</p> <p>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Screaming Nemesis (2)(R)</div> <div>Creature -- Spirit</div> <div> <p>Haste</p> <p>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                         | <div>Screaming Nemesis (2)(R)</div> <div>Creature -- Spirit</div> <div> <p>Haste</p> <p>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>    | <div>Shardmage's Rescue (W)</div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature you control</p> <p>As long as this Aura entered this turn, enchanted creature has hexproof.</p> <p>Enchanted creature gets +1/+1.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                             | <div>Shardmage's Rescue (W)</div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature you control</p> <p>As long as this Aura entered this turn, enchanted creature has hexproof.</p> <p>Enchanted creature gets +1/+1.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                             |

W

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Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.
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① W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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① W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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W

Creatures your opponents control enter tapped.  
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.  
Whenever a creature an opponent controls enters, you gain 1 life.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.  
Whenever a creature an opponent controls enters, you gain 1 life.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

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®

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

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| <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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