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| <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           |

## Boros Charm



Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- \* Permanents you control gain indestructible until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Burst Lightning



Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Burst Lightning



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Kicker {4} (You may pay an additional {4} as you cast this spell.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Ghitu Lavarunner</b> (R)</p> <p>Creature -- Human Wizard</p> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                            | <p><b>Ghitu Lavarunner</b> (R)</p> <p>Creature -- Human Wizard</p> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                            | <p><b>Ghitu Lavarunner</b> (R)</p> <p>Creature -- Human Wizard</p> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ghitu Lavarunner</b> (R)</p> <p>Creature -- Human Wizard</p> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Heartflame Duelist</b> (1)(W)</p> <p>Creature -- Human Knight</p> <p>Instant and sorcery spells you control have lifelink.</p> <p>3/1</p> <p>----- ADVENTURE -----</p> <p><b>Heartflame Slash</b> (2)(R)</p> <p>Instant -- Adventure</p> <p>Heartflame Slash deals 3 damage to any target. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Heartflame Duelist</b> (1)(W)</p> <p>Creature -- Human Knight</p> <p>Instant and sorcery spells you control have lifelink.</p> <p>3/1</p> <p>----- ADVENTURE -----</p> <p><b>Heartflame Slash</b> (2)(R)</p> <p>Instant -- Adventure</p> <p>Heartflame Slash deals 3 damage to any target. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                  | <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                  |

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| <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inspiring Vantage</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |

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| <div> <div>Lightning Strike</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div> <div>Lightning Strike</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div> <div>Mishra's Foundry</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mishra's Foundry</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |

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| <div><div>Monstrous Rage</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Rage</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Rage</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Rage</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div><div></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></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></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></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(<b>{T}</b>): Add <b>{R}</b>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Bivouac</div><div>Land</div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{R}</b> or <b>{W}</b>.<br/><b>{1}{R}{W}</b>: 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Bivouac</div><div>Land</div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{R}</b> or <b>{W}</b>.<br/><b>{1}{R}{W}</b>: 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                     |
| <div><div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div><div>Thran Portal</div><div>Land -- Gate</div><div>This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type.<br/>This land is the chosen type in addition to its other types.<br/>Mana abilities of this land cost an additional 1 life to activate.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① R

When this creature enters, it deals 2 damage to target player or planeswalker.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, it deals 2 damage to target player or planeswalker.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, it deals 2 damage to target player or planeswalker.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, it deals 2 damage to target player or planeswalker.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this Case enters, discard a card, then draw two cards.  
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)  
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this Case enters, discard a card, then draw two cards.  
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)  
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

When this Case enters, discard a card, then draw two cards.  
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)  
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: 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> |
| <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: 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> | <div><div><div>Lithomantic Barrage</div><div>R</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Lithomantic Barrage</div><div>R</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Lithomantic Barrage</div><div>R</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |

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| <div> <div> <b>Lithomantic Barrage</b> <span>Ⓡ</span> </div> <div> Sorcery </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Pyroclasm</b> <span>1</span><span>Ⓡ</span> </div> <div> Sorcery </div> <div> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Pyroclasm</b> <span>1</span><span>Ⓡ</span> </div> <div> Sorcery </div> <div> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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