

Barbarian Ring Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Didgeridoo Artifact {3}: You may put a Minotaur permanent card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Didgeridoo Artifact {3}: You may put a Minotaur permanent card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Didgeridoo Artifact {3}: You may put a Minotaur permanent card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Didgeridoo ① Artifact {3}: You may put a Minotaur permanent card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction ③① Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction ③① Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction ③① Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Conclave Land This land enters tapped. {T}: Add {U}. {1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Conclave Land This land enters tapped. {T}: Add {U}. {1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Conclave Land This land enters tapped. {T}: Add {U}. {1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Spike ① Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghitu Encampment Land This land enters tapped. {T}: Add {R}. {1}{R}: This land becomes a 2/1 red Warrior creature with first strike until end of turn. It's still a land. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghitu Encampment Land This land enters tapped. {T}: Add {R}. {1}{R}: This land becomes a 2/1 red Warrior creature with first strike until end of turn. It's still a land. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impulse Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impulse Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Minotaur Illusionist 3UR Creature -- Minotaur Wizard {1}{U}: This creature gains shroud until end of turn. (It can't be the target of spells or abilities.) {R}, Sacrifice this creature: It deals damage equal to its power to target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① R

Pyroclasm deals 2 damage to each creature.

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Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals
1 damage to you.

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Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals
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Land

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{T}: Add {C}.
{T}: Add {U} or {R}. This land deals
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchantment

When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②U

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3 R R

Vigilance

{1}{R}, {T}: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Vigilance

{1}{R}, {T}: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vigilance

{1}{R}, {T}: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Creature -- Minotaur Monger

{2}: This creature deals 1 damage to each creature without flying and each player. Any player may activate this ability.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R

Creature -- Minotaur Monger

{2}: This creature deals 1 damage to each creature without flying and each player. Any player may activate this ability.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Counter target artifact or
enchantment spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Counter target artifact or
enchantment spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

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Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

[sidebar]

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®

Kicker {2} (You may pay an additional {2} as you cast this spell.)

Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.

[sidebar]

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®

Kicker {2} (You may pay an additional {2} as you cast this spell.)

Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile the bottom card of target player's graveyard.

{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile the bottom card of target player's graveyard.

{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

You may exile a red card from your hand rather than pay this spell's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

You may exile a red card from your hand rather than pay this spell's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis (4)(R)(R) Instant You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures. [sideboard]	Red Elemental Blast (R) Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard]	Red Elemental Blast (R) Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard]	Red Elemental Blast (R) Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard]
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