## A-Dragon's Rage Channeler Ⓡ

Creature -- Human Shaman

Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)
Delirium -- As long as there are four or more card types among cards in your graveyard, Dragon's Rage Channeler gets +2/+0, has flying, and attacks each combat if able.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Basic Land -- Forest

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Basic Land -- Forest

({T}: Add {G}.)

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
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## Gnarlwood Dryad {G}

Creature -- Dryad Horror

Deathtouch
Delirium -- This creature gets +2/+2 as long as there are four or more card types among cards in your graveyard.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Hunter's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.
{1}{G}: Level 2
Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.
{3}{G}: Level 3
At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

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**Impetuous Lootmonger** (1)(R)

Creature -- Human Rogue

First strike
When Impetuous Lootmonger enters, discard a card, then heist target opponent's library.
Whenever you cast a spell you don't own, create a tapped Treasure token.

**2/2**

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**Malevolent Rumble** (1)(G)

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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## Monstrous Rage Ⓡ

Instant

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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## Patchwork Beastie {G}

Artifact Creature -- Beast

Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard.
At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.)

**3/3**

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Static Discharge {1}{R}

Sorcery

Starting intensity 3
This sorcery deals damage equal to its intensity to any target. Then cards you own named Static Discharge intensify by 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Static Discharge {1}{R}

Sorcery

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## Static Discharge 1R

Sorcery

Starting intensity 3
This sorcery deals damage equal to its intensity to any target. Then cards you own named Static Discharge intensify by 1.

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## Static Discharge 1R

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Starting intensity 3
This sorcery deals damage equal to its intensity to any target. Then cards you own named Static Discharge intensify by 1.

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## Tarfire R

Kindred Instant -- Goblin

Tarfire deals 2 damage to any target.

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## Twisted Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)

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## Violent Urge R

Instant

Target creature gets +1/+0 and gains first strike until end of turn.
Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.

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## Wildfire Wickerfolk (R)(G)

Artifact Creature -- Scarecrow

Haste
Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## A-Haywire Mite (1)

Artifact Creature -- Insect

When Haywire Mite dies, you gain 3 life.
{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.

[sideboard]

**1/2**

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[sideboard]

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**Playtest cards - _TH_ - Historic (Historic Artisan Cup - March 2026)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Lithomantic Barrage (R)

Sorcery

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.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Royal Treatment (G)

Instant

Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

When this artifact enters, exile target card from a graveyard.
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[sideboard]

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[sideboard]

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**Soul-Guide Lantern** (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tibalt, Rakish Instigator** (2)(R)

Legendary Planeswalker -- Tibalt

Your opponents can't gain life.
[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - _TH_ - Historic (Historic Artisan Cup - March 2026)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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