

®

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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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Case of the Crimson Pulse (2)(R) Enchantment -- Case 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Charred Foyer (3)(R) Enchantment -- Room At the beginning of your upkeep, exile the top card of your library. You may play it this turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- RIGHT HALF ----- Warped Space (4)(R)(R) Enchantment -- Room Once each turn, you may pay {0} rather than pay the mana cost for a spell you cast from exile. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clockwork Percussionist (R) Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clockwork Percussionist (R) Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Grab the Prize ①R Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grab the Prize ①R Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu's Second Rite ③R Instant If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu's Second Rite ③R Instant If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hidetsugu's Second Rite ③R Instant If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Regatha ②R Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, it deals 4 damage to another target battle or opponent and 1 damage to up to one target creature. D 5 ----- BACK FACE Disciples of the Inferno Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) If a noncreature source you control would deal damage to a creature, battle, or opponent, it deals that much damage plus 2 instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Regatha ②R Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, it deals 4 damage to another target battle or opponent and 1 damage to up to one target creature. D 5 ----- BACK FACE Disciples of the Inferno Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) If a noncreature source you control would deal damage to a creature, battle, or opponent, it deals that much damage plus 2 instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Regatha ②R Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, it deals 4 damage to another target battle or opponent and 1 damage to up to one target creature. D 5 ----- BACK FACE Disciples of the Inferno Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) If a noncreature source you control would deal damage to a creature, battle, or opponent, it deals that much damage plus 2 instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Monastery Swiftspear Ⓡ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smash to Dust 1R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smash to Dust 1R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urabrask 2RR Legendary Creature -- Phyrexian Praetor First strike Whenever you cast an instant or sorcery spell, Urabrask deals 1 damage to target opponent. Add {R}. {R}: Exile Urabrask, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery and only if you've cast three or more instant and/or sorcery spells this turn. 4/4 --- BACK FACE --- The Great Work Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 3 damage to target opponent and each creature they control. II -- Create three Treasure tokens. III -- Until end of turn, you may cast instant and sorcery spells from any graveyard. If a spell cast this way would be put into a graveyard, exile it instead. Exile this Saga, then return it to the battlefield (front face up). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urabrask's Forge 2R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flick a Coin 2R Instant Flick a Coin deals 1 damage to any target. You create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flick a Coin 2R Instant Flick a Coin deals 1 damage to any target. You create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tectonic Hazard R Sorcery Tectonic Hazard deals 1 damage to each opponent and each creature they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tectonic Hazard R Sorcery Tectonic Hazard deals 1 damage to each opponent and each creature they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev