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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               |
| <div><div><b>Bloodghast</b><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodghast</b><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodghast</b><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodghast</b><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Carnage, Crimson Chaos (2)(B)(R)</div><div>Legendary Creature -- Symbiote Villain</div><div>Trample<br/>When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a player, sacrifice it."<br/>Mayhem {B}{R}</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Carnage, Crimson Chaos (2)(B)(R)</div><div>Legendary Creature -- Symbiote Villain</div><div>Trample<br/>When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a player, sacrifice it."<br/>Mayhem {B}{R}</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Carnage, Crimson Chaos (2)(B)(R)</div><div>Legendary Creature -- Symbiote Villain</div><div>Trample<br/>When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a player, sacrifice it."<br/>Mayhem {B}{R}</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                             |
| <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div>Concealed Courtyard</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div>Cool but Rude (1)(R)</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you attack, you may discard a card. If you do, draw a card.<br/>{1}{R}: Level 2<br/>Whenever you discard a card, this Class deals 2 damage to each opponent.<br/>{1}{R}: Level 3<br/>When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cool but Rude (1)(R)</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you attack, you may discard a card. If you do, draw a card.<br/>{1}{R}: Level 2<br/>Whenever you discard a card, this Class deals 2 damage to each opponent.<br/>{1}{R}: Level 3<br/>When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Cool but Rude1R</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you attack, you may discard a card. If you do, draw a card.<br/>{1}{R}: Level 2<br/>Whenever you discard a card, this Class deals 2 damage to each opponent.<br/>{1}{R}: Level 3<br/>When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cool but Rude1R</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you attack, you may discard a card. If you do, draw a card.<br/>{1}{R}: Level 2<br/>Whenever you discard a card, this Class deals 2 damage to each opponent.<br/>{1}{R}: Level 3<br/>When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>ErodeW</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>ErodeW</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              |
| <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       | <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       | <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div>Hardened AcademicRW</div> <div>Creature -- Bird Cleric</div> <div>Flying, haste<br/>Discard a card: This creature gains lifelink until end of turn.<br/>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Hardened Academic</b> (R)(W)<br>Creature -- Bird Cleric<br>Flying, haste<br>Discard a card: This creature gains lifelink until end of turn.<br>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hardened Academic</b> (R)(W)<br>Creature -- Bird Cleric<br>Flying, haste<br>Discard a card: This creature gains lifelink until end of turn.<br>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                            | <b>Hardened Academic</b> (R)(W)<br>Creature -- Bird Cleric<br>Flying, haste<br>Discard a card: This creature gains lifelink until end of turn.<br>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.<br><div>2/1</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>Inti, Seneschal of the Sun</b> (1)(R)<br>Legendary Creature -- Human Knight<br>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Inti, Seneschal of the Sun</b> (1)(R)<br>Legendary Creature -- Human Knight<br>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Iron-Shield Elf</b> (1)(B)<br>Creature -- Elf Warrior<br>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>Iron-Shield Elf</b> <span>1B</span> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Iron-Shield Elf</b> <span>1B</span> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Marauding Mako</b> <span>R</span> </div> <div>           Creature -- Shark Pirate         </div> <div> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                        | <div> <b>Marauding Mako</b> <span>R</span> </div> <div>           Creature -- Shark Pirate         </div> <div> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                        |
| <div> <b>Marauding Mako</b> <span>R</span> </div> <div>           Creature -- Shark Pirate         </div> <div> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                          | <div> <b>Marauding Mako</b> <span>R</span> </div> <div>           Creature -- Shark Pirate         </div> <div> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                          | <div> <b>Moonshadow</b> <span>B</span> </div> <div>           Creature -- Elemental         </div> <div> <p>Menace<br/>This creature enters with six -1/-1 counters on it.<br/>Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.</p> </div> <div> <div>7/7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Moonshadow</b> <span>B</span> </div> <div>           Creature -- Elemental         </div> <div> <p>Menace<br/>This creature enters with six -1/-1 counters on it.<br/>Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.</p> </div> <div> <div>7/7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> |

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| <b>Moonshadow</b> <span>(B)</span><br>Creature -- Elemental<br>Menace<br>This creature enters with six -1/-1 counters on it.<br>Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Moonshadow</b> <span>(B)</span><br>Creature -- Elemental<br>Menace<br>This creature enters with six -1/-1 counters on it.<br>Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                              | <b>Practiced Offense</b> <span>(2)(W)</span><br>Sorcery<br>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.<br>Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Practiced Offense</b> <span>(2)(W)</span><br>Sorcery<br>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.<br>Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Practiced Offense</b> <span>(2)(W)</span><br>Sorcery<br>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.<br>Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Requiting Hex</b> <span>(B)</span><br>Instant<br>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Requiting Hex</b> <span>(B)</span><br>Instant<br>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                         |

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| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |
| <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tersa Lightshatter 2R

Legendary Creature -- Orc Wizard

Haste  
When Tessa Lightshatter enters, discard up to two cards, then draw that many cards.  
Whenever Tessa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tersa Lightshatter (2) (R)

Legendary Creature -- Orc Wizard

Haste  
When Tessa Lightshatter enters, discard up to two cards, then draw that many cards.  
Whenever Tessa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**The Queen of Dale** (1) (W)

Legendary Creature -- Human Noble

Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade (1) (R)

Instant

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade (1) (R)

Instant

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Avatar's Wrath (2)(W)(W)

## Sorcery

Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands.  
Exile Avatar's Wrath.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Avatar's Wrath (2WW)

Sorcery

Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands.  
Exile Avatar's Wrath.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Menace, lifelink, indestructible  
Ketramose can't attack or block  
unless there are seven or more cards  
in exile.  
Whenever one or more cards are put  
into the exile from graveyards and/or  
the battlefield during your turn,  
you draw a card and lose 1 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

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Whenever you discard a card, choose
one that hasn't been chosen this
turn --
* Draw a card.
* Create a Treasure token.
* Each opponent loses 3 life.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target non-outlaw creature.  
(Assassins, Mercenaries, Pirates,  
Rogues, and Warlocks are outlaws.  
Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target non-outlaw creature.  
(Assassins, Mercenaries, Pirates,  
Rogues, and Warlocks are outlaws.  
Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |  |
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| <div> <b>Strategic Betrayal</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>           Target opponent exiles a creature they control and their graveyard.         </div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Voice of Victory</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Bard</div> <div>           Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.         </div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Voice of Victory</b> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Bard</div> <div>           Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.         </div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |  |
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