

Bonfire of the Damned XXR Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonfire of the Damned XXR Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonfire of the Damned XXR Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonfire of the Damned XXR Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Call of the Herd 2G Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Centaur Garden Land {T}: Add {G}. This land deals 1 damage to you. Threshold -- {G}, {T}, Sacrifice this land: Target creature gets +3/+3 until end of turn. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Centaur Garden Land {T}: Add {G}. This land deals 1 damage to you. Threshold -- {G}, {T}, Sacrifice this land: Target creature gets +3/+3 until end of turn. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chatter of the Squirrel G Sorcery Create a 1/1 green Squirrel creature token. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flametongue Kavu 3R Creature -- Kavu When this creature enters, it deals 4 damage to target creature. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flametongue Kavu 3R Creature -- Kavu When this creature enters, it deals 4 damage to target creature. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Goblin Rabblemaster ②R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster ②R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster ②R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ground Seal ①G Enchantment When this enchantment enters, draw a card. Cards in graveyards can't be the targets of spells or abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mind Stone ② Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mossfire Valley Land {1}, {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mossfire Valley Land {1}, {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mossfire Valley Land {1}, {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mossfire Valley Land {1}, {T}: Add {R}{G}. 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	Reckless Charge Sorcery Target creature gets +3/+0 and gains haste until end of turn. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reckless Charge Sorcery Target creature gets +3/+0 and gains haste until end of turn. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Satyr Wayfinder Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Satyr Wayfinder Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Satyr Wayfinder Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Satyr Wayfinder 16 Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tarnished Citadel Land {T}: Add {C}. {T}: Add one mana of any color. This land deals 3 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tarnished Citadel Land {T}: Add {C}. {T}: Add one mana of any color. This land deals 3 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tendo Ice Bridge Land This land enters with a charge counter on it. {T}: Add {C}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umezawa's Jitte 2 Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Umezawa's Jitte ② Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte ② Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Werebear ①⑥ Creature -- Human Bear Druid {T}: Add {G}. Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Werebear ①⑥ Creature -- Human Bear Druid {T}: Add {G}. Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Wolfir Silverheart 3GG Creature -- Wolf Warrior Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures gets +4/+4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wolfir Silverheart 3GG Creature -- Wolf Warrior Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures gets +4/+4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zealous Conscripts 4R Creature -- Human Warrior Haste When this creature enters, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zealous Conscripts 4R Creature -- Human Warrior Haste When this creature enters, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Decimate 2RG Sorcery Destroy target artifact, target creature, target enchantment, and target land. (You can't cast this spell unless you have legal choices for all its targets.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Epicenter 4R Sorcery Target player sacrifices a land of their choice. Threshold -- Each player sacrifices all lands they control instead if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Epicenter 4R Sorcery Target player sacrifices a land of their choice. Threshold -- Each player sacrifices all lands they control instead if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flametongue Kavu 3R Creature -- Kavu When this creature enters, it deals 4 damage to target creature. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ground Seal 1 6 Enchantment When this enchantment enters, draw a card. Cards in graveyards can't be the targets of spells or abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ground Seal 1 6 Enchantment When this enchantment enters, draw a card. Cards in graveyards can't be the targets of spells or abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ground Seal 1 6 Enchantment When this enchantment enters, draw a card. Cards in graveyards can't be the targets of spells or abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hornet Nest 2 6 Creature -- Insect Defender (This creature can't attack.) Whenever this creature is dealt damage, create that many 1/1 green Insect creature tokens with flying and deathtouch. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.) [sideboard] 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Reclamation Sage 2 6 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage 2 6 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terra Stomper 3 6 6 6 Creature -- Beast This spell can't be countered. Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	