

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foundry Street Denizen ®

Creature -- Goblin Warrior

Whenever another red creature you control enters, this creature gets +1/+0 until end of turn.

1/1

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Frenzied Goblin

Creature -- Goblin Berserker

Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn.

1/1

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Frenzied Goblin

Creature -- Goblin Berserker

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Frenzied Goblin R Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frenzied Goblin R Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Rabblemaster 2 R 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 PLAY botbox.dev	Goblin Rabblemaster 2 R 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 PLAY botbox.dev	Goblin Rabblemaster 2 R 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 PLAY botbox.dev	Goblin Rabblemaster 2 R 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 PLAY botbox.dev

R **G**

When this creature enters, return a red or green creature you control to its owner's hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

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When this creature enters, return a red or green creature you control to its owner's hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Whenever another creature you control enters, this creature gets +1/+0 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever another creature you control enters, this creature gets +1/+0 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/1

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2/1

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①R

Whenever another creature you control enters, this creature gets +1/+0 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

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, both creatures have haste.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Mauler ①R Creature -- Human Berserker 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, both creatures have haste. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Mauler ①R Creature -- Human Berserker 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, both creatures have haste. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Mauler ①R Creature -- Human Berserker 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, both creatures have haste. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike ①R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mossfire Valley

Land

 $\{1\}, \{T\}: \text{Add } \{R\}\{G\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

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Basic Land - - Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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	Quirion Dryad Creature -- Dryad Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Quirion Dryad Creature -- Dryad Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quirion Dryad Creature -- Dryad Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. 1/1 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

Stoke the Flames 2 R R Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Stoke the Flames deals 4 damage to any target. 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	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	Thunderous Wrath 4 R R Instant Thunderous Wrath deals 5 damage to any target. Miracle {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	Thunderous Wrath 4 R R Instant Thunderous Wrath deals 5 damage to any target. Miracle {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	Thunderous Wrath 4 R R Instant Thunderous Wrath deals 5 damage to any target. Miracle {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

Thunderous Wrath 4 R R Instant Thunderous Wrath deals 5 damage to any target. Miracle {R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil R Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil R Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil R Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forge Devil R Creature -- Devil When this creature enters, it deals 1 damage to target creature and 1 damage to you. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forge Devil R Creature -- Devil When this creature enters, it deals 1 damage to target creature and 1 damage to you. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forge Devil R Creature -- Devil When this creature enters, it deals 1 damage to target creature and 1 damage to you. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hull Breach R G Sorcery Choose one -- * Destroy target artifact. * Destroy target enchantment. * Destroy target artifact and target enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

C

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev