## Abraded Bluffs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Boltwave {R}

Sorcery

Boltwave deals 3 damage to each opponent.

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## Boros Charm {R}{W}

Instant

Choose one --
* Boros Charm deals 4 damage to target player or planeswalker.
* Permanents you control gain indestructible until end of turn.
* Target creature gains double strike until end of turn.

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## Bothersome Noisemaker {1}{R}

Creature -- Goblin Bard

Whenever you cast a noncreature spell, amass Goblins 1. (Put a +1/+1 counter on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)

**2/2**

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**2/2**

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## Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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## Choco-Comet {X}{R}{R}

Sorcery

Choco-Comet deals X damage to any target.
Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Death to Our Enemies {2}{R}

Enchantment -- Plan

Whenever you cast a noncreature spell, create a tapped Treasure token and put a plan counter on this enchantment.
When the fourth plan counter is put on this enchantment, sacrifice it. When you do, it deals 7 damage divided as you choose among one or two targets.

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## Heroes' Hangout {R}

Sorcery

Choose one --
* Date Night -- Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
* Patrol Night -- One or two target creatures each get +1/+0 and gain first strike until end of turn.

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## Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

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## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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## Opera Love Song {1}{R}

Instant

Choose one --
* Exile the top two cards of your library. You may play those cards until your next end step.
* One or two target creatures each get +2/+0 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

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## Practiced Scrollsmith {R}{R/W}{W}

Creature -- Dwarf Cleric

First strike
When this creature enters, exile target noncreature, nonland card from your graveyard. Until the end of your next turn, you may cast that card.

**3/2**

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**Practiced Scrollsmith** {R}{R/W}{W}

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**3/2**

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**Rally the Monastery** {3}{W}

Instant

This spell costs {2} less to cast if you've cast another spell this turn.
Choose one --
* Create two 1/1 white Monk creature tokens with prowess.
* Up to two target creatures you control each get +2/+2 until end of turn.
* Destroy target creature with power 4 or greater.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Raucous Carnival**

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {W}.

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## Raucous Carnival

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vision of Love {1}{R}

Instant

You may sacrifice an artifact or discard a card. If you do, draw two cards.

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You may sacrifice an artifact or discard a card. If you do, draw two cards.

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## Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

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Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

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## Fire Magic {R}

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Giant Cindermaw (2)(R)

Creature -- Dinosaur Beast

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Players can't gain life.

[sideboard]

**4/3**

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Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Players can't gain life.

[sideboard]

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Requisition Raid (W)

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

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[sideboard]

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## Ruinous Rampage (1)(R)(R)

Sorcery

Choose one --
* Ruinous Rampage deals 3 damage to each opponent.
* Exile all artifacts with mana value 3 or less.

[sideboard]

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## Ruinous Rampage (1)(R)(R)

Sorcery

Choose one --
* Ruinous Rampage deals 3 damage to each opponent.
* Exile all artifacts with mana value 3 or less.

[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]

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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

## Valorous Stance {1}{W}

Instant

Choose one --
* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
* Destroy target creature with toughness 4 or greater.

[sideboard]

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