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| <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       | <div><div><b>Battlefield Forge</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                       |
| <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Boros Charm</b></div><div><div>R</div><div>W</div></div><div>Instant</div><div><div>Choose one --</div><div>* Boros Charm deals 4 damage to target player or planeswalker.</div><div>* Permanents you control gain indestructible until end of turn.</div><div>* Target creature gains double strike until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

## Burst Lightning

®

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.  
{T}: Add {R}.  
{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghitu Lavarunner

®

Creature -- Human Wizard

As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {W}.

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This land enters tapped unless you control two or fewer other lands.  
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{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

## Enchantment - - Saga

(As this Saga enters and after your draw step, add a lore counter.)  
 I -- This Saga deals 1 damage to each opponent and each planeswalker they control.  
 II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.  
 III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

**Haste**  
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kumano Faces Kakkazan

R

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III -- Exile this Saga, then return it to the battlefield transformed under your control.

-- BACK FACE --

Etching of Kumano

Enchantment Creature -- Human Shaman

Haste  
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kumano Faces Kakkazan

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Enchantment Creature -- Human Shaman

Haste  
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Helix

RW

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Helix

RW

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Monastery Swiftspear

R

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

Monastery Swiftspear

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Creature -- Human Monk

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| <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Needleverage Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div><div>Pillarverge Pathway</div></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                      | <div><div><div>Ramunap Ruins</div></div><div>Land -- Desert</div><div>{T}: Add {C}.<br/>{T}, Pay 1 life: Add {R}.<br/>{2}{R}{R}, {T}, Sacrifice a Desert:<br/>This land deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |

## Ramunap Ruins

Land - - Desert

```
{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert:
This land deals 2 damage to each
opponent.
```

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## Sacred Foundry

Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sacred Foundry

Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sacred Foundry

Land -- Mountain Plains

((T): Add {R} or {W}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sacred Foundry

Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Screaming Nemesis** (2) (R)

Creature -- Spirit

Haste  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Screaming Nemesis (2R)

Creature -- Spirit

Haste  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Slickshot Show-Off ①Ⓡ

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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| <div><div>Wizard's Lightning</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                    | <div><div>Wizard's Lightning</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                        | <div><div>Wizard's Lightning</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                        | <div><div>Wizard's Lightning</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>This spell costs {2} less to cast if you control a Wizard.<br/>Wizard's Lightning deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                       |
| <div><div>Containment Priest</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Cleric</div><div>Flash<br/>If a nontoken creature would enter and it wasn't cast, exile it instead.<br/><br/>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>2/2</div></div> | <div><div>Count on Luck</div><div><div>R</div><div>R</div><div>R</div></div></div> <div><div>Enchantment</div><div>At the beginning of your upkeep, exile the top card of your library. You may play that card this turn.<br/><br/>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Count on Luck</div><div><div>R</div><div>R</div><div>R</div></div></div> <div><div>Enchantment</div><div>At the beginning of your upkeep, exile the top card of your library. You may play that card this turn.<br/><br/>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)<br/><br/>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Get Lost</div><div>1W</div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rending Volley</div><div>R</div></div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div><div>Rending Volley</div><div>R</div></div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |
| <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Sheltered by Ghosts</div><div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sheltered by Ghosts</div><div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sheltered by Ghosts</div><div>1W</div></div><div>Enchantment -- Aura</div><div>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Strict Proctor</div><div><div>1</div><div>W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div><div>[sideboard]</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strict Proctor</div><div><div>1</div><div>W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div><div>[sideboard]</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strict Proctor</div><div><div>1</div><div>W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}.</div><div>[sideboard]</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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