

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blazing Crescendo 1R Instant Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Crescendo 1R Instant Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Crescendo 1R Instant Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazing Crescendo 1R Instant Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cabaretti Courtyard Land When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabaretti Courtyard Land When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadmaw's Ire R Instant Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadmaw's Ire R Instant Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

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Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

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① ② W

Double strike
Whenever this creature becomes the target of a spell you control, it convines. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

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① W

Double strike
Whenever this creature becomes the target of a spell you control, it convines. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

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Double strike
Whenever this creature becomes the target of a spell you control, it convines. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

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①②

Double strike
Whenever this creature becomes the target of a spell you control, it conveys. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

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Jawbone Duelist 1W Creature -- Phyrexian Soldier Double strike Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jawbone Duelist 1W Creature -- Phyrexian Soldier Double strike Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jawbone Duelist 1W Creature -- Phyrexian Soldier Double strike Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jawbone Duelist 1W Creature -- Phyrexian Soldier Double strike Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Monstrous Rage R Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage R Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage R Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage R Instant 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.) 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	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

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Stolen Vitality1R Instant Target creature gets +3/+1 until end of turn. If it's your turn, that creature gains trample until end of turn. Otherwise, it gains first strike until end of turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking. A creature with first strike deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stolen Vitality1R Instant Target creature gets +3/+1 until end of turn. If it's your turn, that creature gains trample until end of turn. Otherwise, it gains first strike until end of turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking. A creature with first strike deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stolen Vitality1R Instant Target creature gets +3/+1 until end of turn. If it's your turn, that creature gains trample until end of turn. Otherwise, it gains first strike until end of turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking. A creature with first strike deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stolen Vitality1R Instant Target creature gets +3/+1 until end of turn. If it's your turn, that creature gains trample until end of turn. Otherwise, it gains first strike until end of turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking. A creature with first strike deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Twinblade Geist1W Creature -- Spirit Warrior Double strike Disturb {2}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 ----- BACK FACE ----- Twinblade Invocation Enchantment -- Aura Enchant creature Enchanted creature has double strike. If Twinblade Invocation would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinblade Geist1W Creature -- Spirit Warrior Double strike Disturb {2}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 ----- BACK FACE ----- Twinblade Invocation Enchantment -- Aura Enchant creature Enchanted creature has double strike. If Twinblade Invocation would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinblade Geist1W Creature -- Spirit Warrior Double strike Disturb {2}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 ----- BACK FACE ----- Twinblade Invocation Enchantment -- Aura Enchant creature Enchanted creature has double strike. If Twinblade Invocation would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinblade Geist1W Creature -- Spirit Warrior Double strike Disturb {2}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 ----- BACK FACE ----- Twinblade Invocation Enchantment -- Aura Enchant creature Enchanted creature has double strike. If Twinblade Invocation would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cathar Commando1W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando1W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive DerailmentR Instant Spree (Choose one or more additional costs.) + {2} -- Explosive Derailment deals 4 damage to target creature. + {2} -- Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive DerailmentR Instant Spree (Choose one or more additional costs.) + {2} -- Explosive Derailment deals 4 damage to target creature. + {2} -- Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explosive Derailment (R) Instant Spree (Choose one or more additional costs.) + {2} -- Explosive Derailment deals 4 damage to target creature. + {2} -- Destroy target artifact. [sideboard]	Take Up the Shield (1)(W) Instant Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard]	Take Up the Shield (1)(W) Instant Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard]	Take Up the Shield (1)(W) Instant Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard]
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Take Up the Shield (1)(W) Instant Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard]	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard]	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard]	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard]
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