

Emeritus of Conflict 1R Creature -- Human Wizard First strike Whenever you cast your third spell each turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 2/2 ----- OTHER FACE ----- Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Nation Palace Land This land enters tapped unless you control a basic land. {T}: Add {R}. {1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gandalf, Goblins' Bane 2R Legendary Creature -- Avatar Wizard Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent. 2/3 ----- ADVENTURE ----- Flameshape 1R Sorcery -- Adventure Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gandalf, Goblins' Bane 2R Legendary Creature -- Avatar Wizard Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent. 2/3 ----- ADVENTURE ----- Flameshape 1R Sorcery -- Adventure Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gandalf, Goblins' Bane 2R Legendary Creature -- Avatar Wizard Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent. 2/3 ----- ADVENTURE ----- Flameshape 1R Sorcery -- Adventure Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hawkeye, Young Avenger 3R Legendary Creature -- Human Archer Hero Reach If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, instead it deals that much damage plus X, where X is Hawkeye's power. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Axonil, Deepest Might (2)(R)(R) Legendary Creature -- God Trample If a red source you control would deal an amount of noncombat damage less than Ojer Axonil's power to an opponent, that source deals damage equal to Ojer Axonil's power instead. When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control. 4/4 ----- BACK FACE ----- Temple of Power Land (Transforms from Ojer Axonil, Deepest Might.) {T}: Add {R}. {2}{R}, {T}: Transform this land. Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Axonil, Deepest Might (2)(R)(R) Legendary Creature -- God Trample If a red source you control would deal an amount of noncombat damage less than Ojer Axonil's power to an opponent, that source deals damage equal to Ojer Axonil's power instead. When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control. 4/4 ----- BACK FACE ----- Temple of Power Land (Transforms from Ojer Axonil, Deepest Might.) {T}: Add {R}. {2}{R}, {T}: Transform this land. Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stingcaster Mage (1)(R) Creature -- Human Wizard Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stingcaster Mage (1)(R) Creature -- Human Wizard Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stingcaster Mage (1)(R) Creature -- Human Wizard Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stingerquill Voxmancer (B/R) Creature -- Goblin Sorcerer At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/2 ----- OTHER FACE ----- Vicious Verse (B/R) Sorcery Vicious Verse deals 1 damage to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stingerquill Voxmancer (B/R) Creature -- Goblin Sorcerer At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/2 ----- OTHER FACE ----- Vicious Verse (B/R) Sorcery Vicious Verse deals 1 damage to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tablet of Discovery (2)(R) Artifact When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tablet of Discovery (2)(R) Artifact When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tablet of Discovery (2)(R) Artifact When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Time Blast deals 2 damage to any target.

Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

① R

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

① R

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/2

① R

Twin Bolt deals 2 damage divided as you choose among one or two targets.

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Virtue of Courage ③ⓇⓇ Enchantment Whenever a source you control deals noncombat damage to an opponent, you may exile that many cards from the top of your library. You may play those cards this turn. ----- ADVENTURE ----- Embereth Blaze ①Ⓡ Instant -- Adventure Embereth Blaze deals 2 damage to any target. (Then exile this card. You may cast the enchantment later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Courage ③ⓇⓇ Enchantment Whenever a source you control deals noncombat damage to an opponent, you may exile that many cards from the top of your library. You may play those cards this turn. ----- ADVENTURE ----- Embereth Blaze ①Ⓡ Instant -- Adventure Embereth Blaze deals 2 damage to any target. (Then exile this card. You may cast the enchantment later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Way of the Pyromancer ①Ⓡ Legendary Enchantment When Way of the Pyromancer enters, empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.") Planeswalkers you control have "[+1]: Add {R}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Way of the Pyromancer ①Ⓡ Legendary Enchantment When Way of the Pyromancer enters, empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.") Planeswalkers you control have "[+1]: Add {R}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade ①Ⓡ Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade ①Ⓡ Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade ①Ⓡ Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boltwave Ⓡ Sorcery Boltwave deals 3 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 R

Haste
Whenever you cast a noncreature spell, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Haste
Whenever you cast a noncreature spell, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Reach
Landfall -- Whenever a land you control enters, Koth deals 1 damage to each opponent. If that land is a Mountain, add {R}.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Reach
Landfall -- Whenever a land you control enters, Koth deals 1 damage to each opponent. If that land is a Mountain, add {R}.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

① R R

Haste
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

3/2

- - - OTHER FACE - - -

① ② R

Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Menace
Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals
damage to each player equal to the
number of nonbasic lands that player
controls.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	