

① R

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, exile the top card of your library. Until end of turn, you may play that card.

2/1

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Land

{T}: Add {C}.
{T}: Add {R} or {W}. This land deals
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Become Immense (5)(G) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Become Immense (5)(G) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Become Immense (5)(G) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Target creature gets +6/+6 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cinder Glade Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Strike (W) Instant Target creature gets +1/+0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Strike (W) Instant Target creature gets +1/+0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Choose two --

- * Prevent all damage target instant or sorcery spell would deal this turn.
- * Target player sacrifices an enchantment of their choice.
- * Put a +1/+1 counter on target creature.
- * Target creature you control fights target creature you don't control.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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② ① ②

Legendary Planeswalker -- Gideon

[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

[0]: Create a 2/2 white Knight Ally creature token.

[-4]: You get an emblem with "Creatures you control get +1/+1."

L 4

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L 4

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②③

Creature -- Human Monk

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.

2/2

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Monastery Mentor (2)(W) Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td>	Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Myth Realized Enchantment Whenever you cast a noncreature spell, put a lore counter on this enchantment. {2}{W}: Put a lore counter on this enchantment. {W}: Until end of turn, this enchantment becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Seeker of the Way 1 W Creature -- Human Warrior Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seeker of the Way 1 W Creature -- Human Warrior Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seeker of the Way 1 W Creature -- Human Warrior Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seeker of the Way 1 W Creature -- Human Warrior Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temur Battle Rage 1 R Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage 1 R Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage 1 R Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage 1 R Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

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① ② W

Creature -- Cat Beast

Sacrifice this creature: Destroy target enchantment.

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2/2

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®

Instant

Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

[sidebar]

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[sidebar]

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[sidebar]

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Radiant Flames 2 R Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Flames 2 R Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Flames 2 R Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1 W Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1 W Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Righteousness 1 W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge of Righteousness 1 W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	