

X R

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If X is 5 or more, this spell can't be countered and the damage can't be prevented.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Chance Encounter 2RR Enchantment Whenever you win a coin flip, put a luck counter on this enchantment. At the beginning of your upkeep, if this enchantment has ten or more luck counters on it, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chance Encounter 2RR Enchantment Whenever you win a coin flip, put a luck counter on this enchantment. At the beginning of your upkeep, if this enchantment has ten or more luck counters on it, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chance Encounter 2RR Enchantment Whenever you win a coin flip, put a luck counter on this enchantment. At the beginning of your upkeep, if this enchantment has ten or more luck counters on it, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Frenetic Efreet ①④⑤ Creature -- Efreet Flying {0}: Flip a coin. If you win the flip, this creature phases out. If you lose the flip, sacrifice this creature. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Efreet ①④⑤ Creature -- Efreet Flying {0}: Flip a coin. If you win the flip, this creature phases out. If you lose the flip, sacrifice this creature. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Efreet ①④⑤ Creature -- Efreet Flying {0}: Flip a coin. If you win the flip, this creature phases out. If you lose the flip, sacrifice this creature. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Efreet ①④⑤ Creature -- Efreet Flying {0}: Flip a coin. If you win the flip, this creature phases out. If you lose the flip, sacrifice this creature. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gamble ⑤ Sorcery Search your library for a card, put that card into your hand, discard a card at random, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gamble ⑤ Sorcery Search your library for a card, put that card into your hand, discard a card at random, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krark's Thumb ② Legendary Artifact If you would flip a coin, instead flip two coins and ignore one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krark's Thumb ② Legendary Artifact If you would flip a coin, instead flip two coins and ignore one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krark's Thumb ② Legendary Artifact If you would flip a coin, instead flip two coins and ignore one. 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

Ponder Ⓢ Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder Ⓢ Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder Ⓢ Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder Ⓢ Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rite of Flame Ⓡ Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Flame Ⓡ Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Flame Ⓡ Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Flame Ⓡ Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Squee's Revenge Sorcery Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squee's Revenge Sorcery Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squee's Revenge Sorcery Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stitch in Time Sorcery Flip a coin. If you win the flip, take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stitch in Time 1 U R Sorcery Flip a coin. If you win the flip, take an extra turn after this one. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tavern Scoundrel 1 R Creature -- Human Rogue Whenever you win a coin flip, create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") {1}, {T}, Sacrifice another permanent: Flip a coin. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tavern Scoundrel 1 R Creature -- Human Rogue Whenever you win a coin flip, create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") {1}, {T}, Sacrifice another permanent: Flip a coin. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tavern Scoundrel 1 R Creature -- Human Rogue Whenever you win a coin flip, create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") {1}, {T}, Sacrifice another permanent: Flip a coin. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Volcanic Island Land -- Island Mountain ([T]): Add [U] or [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yusri, Fortune's Flame 1UR Legendary Creature -- Efreet Flying Whenever Yusri attacks, choose a number between 1 and 5. Flip that many coins. For each flip you win, draw a card. For each flip you lose, Yusri deals 2 damage to you. If you won five flips this way, you may cast spells from your hand this turn without paying their mana costs. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yusri, Fortune's Flame 1UR Legendary Creature -- Efreet Flying Whenever Yusri attacks, choose a number between 1 and 5. Flip that many coins. For each flip you win, draw a card. For each flip you lose, Yusri deals 2 damage to you. If you won five flips this way, you may cast spells from your hand this turn without paying their mana costs. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yusri, Fortune's Flame 1UR Legendary Creature -- Efreet Flying Whenever Yusri attacks, choose a number between 1 and 5. Flip that many coins. For each flip you win, draw a card. For each flip you lose, Yusri deals 2 damage to you. If you won five flips this way, you may cast spells from your hand this turn without paying their mana costs. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blood Moon 2R Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon 2R Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon 2R Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon 2R Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ensnaring Bridge 3 Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ensnaring Bridge 3 Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ensnaring Bridge 3 Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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[sideboard]

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[sideboard]

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.