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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>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div><b>Boltwave</b></div><div>Sorcery</div><div><div>Boltwave deals 3 damage to each opponent.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           |

**R W**

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**R W**

Choose one --

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kicker {4} (You may pay an additional {4} as you cast this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kicker {4} (You may pay an additional {4} as you cast this spell.)

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Kicker {4} (You may pay an additional {4} as you cast this spell.)

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Kicker {4} (You may pay an additional {4} as you cast this spell.)

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| <div><div>Hired Claw</div><div><div>R</div></div></div> <div><div>Creature -- Lizard Mercenary</div><div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Hired Claw</div><div><div>R</div></div></div> <div><div>Creature -- Lizard Mercenary</div><div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Inspiring Vantage</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         | <div><div>Inspiring Vantage</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         |
| <div><div>Inspiring Vantage</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               | <div><div>Inspiring Vantage</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div> <div>Lightning Helix</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |
| <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Monstrous Rage</div> <div> <div>R</div> </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>Monstrous Rage</div> <div> <div>R</div> </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> |

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| <div><div><div>Monstrous Rage</div><div><div>R</div></div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div><div>R</div></div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                              | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                              | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Raucous Carnival</b><br><hr/> Land<br><hr/> This land enters tapped unless a player has 13 or less life.<br>{T}: Add {R} or {W}.                                                                                                                                     | <b>Raucous Carnival</b><br><hr/> Land<br><hr/> This land enters tapped unless a player has 13 or less life.<br>{T}: Add {R} or {W}. | <b>Restless Bivouac</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {R} or {W}.<br>{1}{R}{W}: This land becomes a 2/2 red and white 0x creature until end of turn. It's still a land.<br>Whenever this land attacks, put a +1/+1 counter on target creature you control. | <b>Restless Bivouac</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {R} or {W}.<br>{1}{R}{W}: This land becomes a 2/2 red and white 0x creature until end of turn. It's still a land.<br>Whenever this land attacks, put a +1/+1 counter on target creature you control.                                                                                 |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                    |
| <b>Rockface Village</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {R}. Spend this mana only to cast a creature spell.<br>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery. | <b>Shock</b> <span>Ⓜ</span><br><hr/> Instant<br><hr/> Shock deals 2 damage to any target.                                           | <b>Shock</b> <span>Ⓜ</span><br><hr/> Instant<br><hr/> Shock deals 2 damage to any target.                                                                                                                                                                                                | <b>Slickshot Show-Off</b> <span>Ⓜ</span> <span>Ⓜ</span><br><hr/> Creature -- Bird Wizard<br><hr/> Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.) |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                    | <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                     |

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| <b>Slickshot Show-Off</b> (1)(R)<br><hr/> Creature -- Bird Wizard<br><hr/> Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Slickshot Show-Off</b> (1)(R)<br><hr/> Creature -- Bird Wizard<br><hr/> Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Slickshot Show-Off</b> (1)(R)<br><hr/> Creature -- Bird Wizard<br><hr/> Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thran Portal</b><br><hr/> Land -- Gate<br><hr/> This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type.<br>This land is the chosen type in addition to its other types. Mana abilities of this land cost an additional 1 life to activate.<br><div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>     |
| <b>Case of the Crimson Pulse</b> (2)(R)<br><hr/> Enchantment -- Case<br><hr/> When this Case enters, discard a card, then draw two cards.<br>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Case of the Crimson Pulse</b> (2)(R)<br><hr/> Enchantment -- Case<br><hr/> When this Case enters, discard a card, then draw two cards.<br>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Case of the Crimson Pulse</b> (2)(R)<br><hr/> Enchantment -- Case<br><hr/> When this Case enters, discard a card, then draw two cards.<br>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Crystal Barricade</b> (1)(W)<br><hr/> Artifact Creature -- Wall<br><hr/> Defender (This creature can't attack.)<br>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br>Prevent all noncombat damage that would be dealt to other creatures you control.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |



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| <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature you control</div> <div>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</div> <div>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature you control</div> <div>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</div> <div>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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