

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div>Creature -- Phoenix</div> <div>Flying, haste<br/>At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div> <div><div>3/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div>Creature -- Phoenix</div> <div>Flying, haste<br/>At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div> <div><div>3/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div>Creature -- Phoenix</div> <div>Flying, haste<br/>At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div> <div><div>3/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div>Creature -- Phoenix</div> <div>Flying, haste<br/>At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div> <div><div>3/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          |
| <div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div> <div>Creature -- Devil Horror</div> <div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div> <div><div>3/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div> <div>Creature -- Devil Horror</div> <div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div> <div><div>3/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div> <div>Creature -- Devil Horror</div> <div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div> <div><div>3/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bedlam Reveler</div><div><div>6</div><div>R</div><div>R</div></div></div> <div>Creature -- Devil Horror</div> <div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, discard your hand, then draw three cards.</div> <div><div>3/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Desperate Ritual</div><div>1R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Desperate Ritual</div><div>1R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Desperate Ritual</div><div>1R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Desperate Ritual</div><div>1R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Faithless Looting</div><div>R</div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div><div>Faithless Looting</div><div>R</div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div><div>Faithless Looting</div><div>R</div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div><div>Faithless Looting</div><div>R</div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Fiery Temper</div><div>①ⓇⓇ</div></div><div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Temper</div><div>①ⓇⓇ</div></div><div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Temper</div><div>①ⓇⓇ</div></div><div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Temper</div><div>①ⓇⓇ</div></div><div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lava Spike</div><div>Ⓡ</div></div><div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      | <div><div><div>Lava Spike</div><div>Ⓡ</div></div><div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      | <div><div><div>Lightning Bolt</div><div>Ⓡ</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Lightning Bolt</div><div>Ⓡ</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                           |

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

Add two mana in any combination of colors.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/C

Add two mana in any combination of colors.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

Add two mana in any combination of colors.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

Add two mana in any combination of colors.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

®

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

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

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

## Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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| Risk Factor              | Impact on Project                               | Mitigation Strategy                                     |
|--------------------------|-------------------------------------------------|---------------------------------------------------------|
| Scope Creep              | Increased costs, delays                         | Clear communication, change control process             |
| Resource Allocation      | Overloaded team, quality issues                 | Regular communication, workload balancing               |
| Communication Breakdown  | Missed deadlines, misunderstandings             | Regular meetings, clear communication channels          |
| Technical Debt           | Long-term maintenance costs, scalability issues | Regular code reviews, refactoring                       |
| Market Changes           | Obsolescence, loss of competitive edge          | Continuous market research, agile development           |
| Regulatory Changes       | Compliance issues, legal penalties              | Regular legal consultations, proactive updates          |
| Supply Chain Disruptions | Material shortages, increased costs             | Diversify suppliers, maintain inventory buffers         |
| Geopolitical Instability | Operational disruptions, financial losses       | Geographic diversification, risk hedging                |
| Environmental Factors    | Operational delays, reputational damage         | Environmental impact assessments, sustainable practices |
| Human Factors            | Human errors, security breaches                 | Training, security protocols, redundancy                |

②R

Instant

Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw three cards.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

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### Risk Factor

②R

Instant

Target opponent may have Risk Factor  
deal 4 damage to them. If that  
player doesn't, you draw three  
cards.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

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## Runaway Steam-Kin

①②

Creature -- Elemental

Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature.

Remove three +1/+1 counters from this creature: Add {R}{R}{R}.

1/1

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## Runaway Steam-Kin

①②

Creature -- Elemental

Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature.

Remove three +1/+1 counters from this creature: Add {R}{R}{R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Runaway Steam-Kin

①②R

Creature -- Elemental

Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature.

Remove three +1/+1 counters from this creature: Add {R}{R}{R}.

1/1

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| <div> <div>Runaway Steam-Kin</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Elemental</div> <div> <p>Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature.<br/>Remove three +1/+1 counters from this creature: Add {R}{R}{R}.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Tormenting Voice</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, discard a card.<br/>Draw two cards.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div> <div>Tormenting Voice</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, discard a card.<br/>Draw two cards.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Tormenting Voice</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, discard a card.<br/>Draw two cards.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Anger of the Gods</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div> <div>Anger of the Gods</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Dragon's Claw</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>Whenever a player casts a red spell, you may gain 1 life.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div> <div>Dragon's Claw</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>Whenever a player casts a red spell, you may gain 1 life.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             |

Playtest cards - cardinalwhoozy - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each



|                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Molten Rain</div><div>1RR</div></div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Molten Rain</div><div>1RR</div></div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>Molten Rain</div><div>1RR</div></div><div>Sorcery</div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>Risk Factor</div><div>2R</div></div><div>Instant</div><div>Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw three cards.</div><div>Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Shattering Spree</div><div>R</div></div><div>Sorcery</div><div>Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shrine of Burning Rage</div><div>2</div></div><div>Artifact</div><div>At the beginning of your upkeep and whenever you cast a red spell, put a charge counter on this artifact. {3}, {T}, Sacrifice this artifact: It deals damage equal to the number of charge counters on it to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shrine of Burning Rage</div><div>2</div></div><div>Artifact</div><div>At the beginning of your upkeep and whenever you cast a red spell, put a charge counter on this artifact. {3}, {T}, Sacrifice this artifact: It deals damage equal to the number of charge counters on it to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tormod's Crypt</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             |

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev