

Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancestral Anger Sorcery Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blessed Defiance Instant Target creature you control gets +2/+0 and gains lifelink until end of turn. When that creature dies this turn, create a 1/1 white Spirit creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Strike Instant Target creature gets +1/+0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Strike Instant Target creature gets +1/+0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Strike Instant Target creature gets +1/+0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Defiant Strike Instant Target creature gets +1/+0 until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favored Hoplite Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Favored Hoplite Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Favored Hoplite Ⓢ Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Favored Hoplite Ⓢ Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gods Willing Ⓢ Instant Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.) Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gods Willing Ⓢ Instant Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.) Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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W

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Double strike
Whenever this creature becomes the target of a spell you control, it convines. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Double strike
Whenever this creature becomes the target of a spell you control, it conveys. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/1

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① ② W

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invigorated Rampage 1R Instant Choose one -- * Target creature gets +4/+0 and gains trample until end of turn. * Two target creatures each get +2/+0 and gain trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invigorated Rampage 1R Instant Choose one -- * Target creature gets +4/+0 and gains trample until end of turn. * Two target creatures each get +2/+0 and gain trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Maximize Velocity R Sorcery Target creature gets +1/+1 and gains haste until end of turn. 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.) 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	Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sejiri Shelter 1W Instant Target creature you control gains protection from the color of your choice until end of turn. ----- -- -- BACK FACE -- -- ----- Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Scar Mage R Creature -- Human Wizard Prowess If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2

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Prowess
If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Prowess

If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W

Haste
Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W

Haste
Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

As long as this creature is attacking, it gets +2/+0. Pay 4 life: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

As long as this creature is attacking, it gets +2/+0. Pay 4 life: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Trample
Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Trample
Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadhorde Arcanist 1R Creature -- Zombie Wizard Trample Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fight as One W Instant Choose one or both -- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn. * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jegantha, the Wellspring 4R/G Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rending Volley Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard]	Rending Volley Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard]	Showdown of the Skalds Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards. II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control. [sideboard]	
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