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| <b>Ancestral Anger</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> 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.<br>Draw a card.                                                                                                           | <b>Ancestral Anger</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> 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.<br>Draw a card.                                                                                                           | <b>Ancestral Anger</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> 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.<br>Draw a card.                                                                                                                                                                          | <b>Ancestral Anger</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> 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.<br>Draw a card.                                                                                                                                                                          |
| 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>Den of the Bugbear</b><br><hr/> Land<br><hr/> If you control two or more other lands, this land enters tapped.<br>{T}: Add {R}.<br>{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. | <b>Den of the Bugbear</b><br><hr/> Land<br><hr/> If you control two or more other lands, this land enters tapped.<br>{T}: Add {R}.<br>{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. | <b>Emberheart Challenger</b> <span>(1)(R)</span><br><hr/> Creature -- Mouse Warrior<br><hr/> Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. | <b>Emberheart Challenger</b> <span>(1)(R)</span><br><hr/> Creature -- Mouse Warrior<br><hr/> Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                      | <div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                   | <div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                   |

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| <b>Emberheart Challenger</b> ①②<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Emberheart Challenger</b> ①②<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hired Claw</b> ②<br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                    | <b>Hired Claw</b> ②<br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Hired Claw</b> ②<br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                             | <b>Hired Claw</b> ②<br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                             | <b>Kumano Faces Kakkazan</b> ②<br>Enchantment -- Saga<br>(As this Saga enters and after your draw step, add a lore counter.)<br>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br>-----<br>- - - BACK FACE - - -<br><b>Etching of Kumano</b><br>Enchantment Creature -- Human Shaman<br>Haste<br>If a creature dealt damage this turn by a source you controlled would die, exile it instead.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kumano Faces Kakkazan</b> ②<br>Enchantment -- Saga<br>(As this Saga enters and after your draw step, add a lore counter.)<br>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br>-----<br>- - - BACK FACE - - -<br><b>Etching of Kumano</b><br>Enchantment Creature -- Human Shaman<br>Haste<br>If a creature dealt damage this turn by a source you controlled would die, exile it instead.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

®

(As this Saga enters and after your draw step, add a lore counter.)

I -- This Saga deals 1 damage to each opponent and each planeswalker they control.

II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

(As this Saga enters and after your draw step, add a lore counter.)  
 I -- This Saga deals 1 damage to each opponent and each planeswalker they control.  
 II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.  
 III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

If this card is in your opening hand, you may begin the game with it on the battlefield.

Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Might of the Meek</div><div>R</div></div><div>Instant</div><div>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Might of the Meek</div><div>R</div></div><div>Instant</div><div>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></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>Ojer Axonil, Deepest Might</div><div>Card</div><div>-----OTHER FACE-----</div><div>Ojer Axonil, Deepest Might</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ojer Axonil, Deepest Might</div><div>Card</div><div>-----OTHER FACE-----</div><div>Ojer Axonil, Deepest Might</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Ojer Axonil, Deepest Might

Card

- - - OTHER FACE - - -

## Ojer Axonil, Deepest Might

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Play with Fire

®

Instant

Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Play with Fire

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Instant

Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ramunap Ruins

Land - - Desert

```
{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert:
This land deals 2 damage to each
opponent.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ramunap Ruins

Land - - Desert

{T}: Add {C}.  
 {T}, Pay 1 life: Add {R}.  
 {2}{R}{R}, {T}, Sacrifice a Desert:  
 This land deals 2 damage to each  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ramunap Ruins

Land - - Desert

```
{T}: Add {C}.
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```

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| <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <hr/> <p>Haste<br/>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.</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                          | <p><b>Sokenzan, Crucible of Defiance</b></p> <p>Legendary Land</p> <hr/> <p>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spikefield Hazard</b> (R)</p> <p>Instant</p> <hr/> <p>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</p> <p>----- BACK FACE -----</p> <p><b>Spikefield Cave</b></p> <p>Land</p> <hr/> <p>This land enters tapped.<br/>{T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spikefield Hazard</b> (R)</p> <p>Instant</p> <hr/> <p>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</p> <p>----- BACK FACE -----</p> <p><b>Spikefield Cave</b></p> <p>Land</p> <hr/> <p>This land enters tapped.<br/>{T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Bonecrusher Giant</b> (2)(R)</p> <p>Creature -- Giant</p> <hr/> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> <p>[sideboard]</p> <div>4/3</div> <p>----- ADVENTURE -----</p> <p><b>Stomp</b> (1)(R)</p> <p>Instant -- Adventure</p> <hr/> <p>Damage can't be prevented this turn.<br/>Stomp deals 2 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Hazoret the Fervent</b> (3)(R)</p> <p>Legendary Creature -- God</p> <hr/> <p>Indestructible, haste<br/>Hazoret can't attack or block unless you have one or fewer cards in hand.<br/>{2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.</p> <p>[sideboard]</p> <div>5/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>            | <p><b>Pyroclasm</b> (1)(R)</p> <p>Sorcery</p> <hr/> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                   | <p><b>Pyroclasm</b> (1)(R)</p> <p>Sorcery</p> <hr/> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                   |

Playtest cards - MagicSchild - Pioneer (Pioneer Challenge 32)

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

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| <div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>Menace</div> <div> Players can't gain life.<br/> Whenever another creature enters,<br/> this creature deals 1 damage to that<br/> creature's controller. </div> </div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Rampaging Ferocidon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>Menace</div> <div> Players can't gain life.<br/> Whenever another creature enters,<br/> this creature deals 1 damage to that<br/> creature's controller. </div> </div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Reckless Rage</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Reckless Rage deals 4 damage to<br/> target creature you don't control<br/> and 2 damage to target creature you<br/> control. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                    | <div> <div>Reckless Rage</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Reckless Rage deals 4 damage to<br/> target creature you don't control<br/> and 2 damage to target creature you<br/> control. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                    |
| <div> <div>Reckless Rage</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Reckless Rage deals 4 damage to<br/> target creature you don't control<br/> and 2 damage to target creature you<br/> control. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                    | <div> <div>Reckless Rage</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Reckless Rage deals 4 damage to<br/> target creature you don't control<br/> and 2 damage to target creature you<br/> control. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                    | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards<br/> from a single graveyard.<br/> Unlicensed Hearse's power and<br/> toughness are each equal to the<br/> number of cards exiled with it.<br/> Crew 2 </div> <div>[sideboard]</div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> <div>{T}: Exile up to two target cards<br/> from a single graveyard.<br/> Unlicensed Hearse's power and<br/> toughness are each equal to the<br/> number of cards exiled with it.<br/> Crew 2 </div> <div>[sideboard]</div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

## Urabrask's Forge

② ③

## Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Urabrask's Forge

② ③

## Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urabrask's Forge

② ③

## Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev