

Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning Inquiry Sorcery Each player draws three cards, then discards three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning Inquiry Sorcery Each player draws three cards, then discards three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning Inquiry Sorcery Each player draws three cards, then discards three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Burning Inquiry Sorcery Each player draws three cards, then discards three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detective's Phoenix Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detective's Phoenix Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detective's Phoenix Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Detective's Phoenix (2)(R) Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragon's Rage Channeler (R) Creature -- Human Shaman Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithless Looting (R) Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithless Looting (R) Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithless Looting (R) Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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① R

When this creature enters, discard a card, then draw a card.

Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

This spell costs {2} less to cast for each card you've cycled or discarded this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Lightning Bolt deals 3 damage to any
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①

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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

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Nethergoyf B Creature -- Lhurgoyf Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nethergoyf B Creature -- Lhurgoyf Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nethergoyf B Creature -- Lhurgoyf Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nethergoyf B Creature -- Lhurgoyf Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Orcish Bowmasters 1 B Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters 1 B Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters 1 B Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters 1 B Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith3BB Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith3BB Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tarfire Kindred Instant -- Goblin Tarfire deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Graveyard Trespasser Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 3/3 BACK FACE Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Graveyard Trespasser 2B Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural State G Instant Destroy target artifact or enchantment with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural State G Instant Destroy target artifact or enchantment with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural State G Instant Destroy target artifact or enchantment with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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