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| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Blazing Rootwalla</div><div>Creature -- Lizard</div><div><p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.</p><p>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Blazing Rootwalla</div><div>Creature -- Lizard</div><div><p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.</p><p>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |

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| <div><div><div>Blazing Rootwalla</div><div>Ⓡ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.</div><div>Madness {0} (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>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blazing Rootwalla</div><div>Ⓡ</div></div><div>Creature -- Lizard</div><div><div>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.</div><div>Madness {0} (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>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Bloodstained Mire</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div><div>Burning Inquiry</div><div>Ⓡ</div></div><div>Sorcery</div><div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                    | <div><div><div>Burning Inquiry</div><div>Ⓡ</div></div><div>Sorcery</div><div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Burning Inquiry</div><div>Ⓡ</div></div><div>Sorcery</div><div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |

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Each player draws three cards, then discards three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

②③

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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

®

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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| <p><b>Fear of Missing Out</b> (1)(R)</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card.<br/>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fear of Missing Out</b> (1)(R)</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card.<br/>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fear of Missing Out</b> (1)(R)</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card.<br/>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fear of Missing Out</b> (1)(R)</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card.<br/>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Flameblade Adept</b> (R)</p> <p>Creature -- Jackal Warrior</p> <p>Menace<br/>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             | <p><b>Flameblade Adept</b> (R)</p> <p>Creature -- Jackal Warrior</p> <p>Menace<br/>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             | <p><b>Flameblade Adept</b> (R)</p> <p>Creature -- Jackal Warrior</p> <p>Menace<br/>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             | <p><b>Flameblade Adept</b> (R)</p> <p>Creature -- Jackal Warrior</p> <p>Menace<br/>Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             |

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| <div><div>Goblin Lore</div><div>①R</div><div>Sorcery</div><div>Draw four cards, then discard three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Goblin Lore</div><div>①R</div><div>Sorcery</div><div>Draw four cards, then discard three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Goblin Lore</div><div>①R</div><div>Sorcery</div><div>Draw four cards, then discard three cards at random.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Hollow One</div><div>⑤</div><div>Artifact Creature -- Golem</div><div>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.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Hollow One</div><div>⑤</div><div>Artifact Creature -- Golem</div><div>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.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hollow One</div><div>⑤</div><div>Artifact Creature -- Golem</div><div>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.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hollow One</div><div>⑤</div><div>Artifact Creature -- Golem</div><div>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.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Bolt</div><div>R</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |

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| <div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>( {T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Land -- Mountain Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Wraith

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3/4

Creature -- Wraith

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3/4

Creature -- Wraith

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3/4

Creature -- Wraith

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

3/4

Creature -- Elemental

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

4/3

Creature -- Elemental

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

4/3

Creature -- Elemental

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

4/3

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| <div><div>Vengevine</div><div><div>2</div><div>G</div><div>G</div></div><div>Creature -- Elemental</div><div>Haste<br/>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.</div><div><div>4/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          |
| <div><div>Blood Moon</div><div><div>2</div><div>R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div><div>Blood Moon</div><div><div>2</div><div>R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Blood Moon</div><div><div>2</div><div>R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Brotherhood's End</div><div><div>1</div><div>R</div><div>R</div></div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Brotherhood's End</b> (1)(R)(R)<br>Sorcery<br><hr/> Choose one --<br>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br>* Destroy all artifacts with mana value 3 or less.<br><br>[sideboard] | <b>Magebane Lizard</b> (1)(R)<br>Creature -- Lizard<br><hr/> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.<br><br>[sideboard]                                        | <b>Magebane Lizard</b> (1)(R)<br>Creature -- Lizard<br><hr/> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.<br><br>[sideboard]                                        | <b>Meltdown</b> (X)(R)<br>Sorcery<br><hr/> Destroy each artifact with mana value X or less.<br><br>[sideboard]                                                                                                                                                                  |
| <b>Meltdown</b> (X)(R)<br>Sorcery<br><hr/> Destroy each artifact with mana value X or less.<br><br>[sideboard]                                                                                                              | <b>Pick Your Poison</b> (G)<br>Sorcery<br><hr/> Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br><br>[sideboard] | <b>Pick Your Poison</b> (G)<br>Sorcery<br><hr/> Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br><br>[sideboard] | <b>Pick Your Poison</b> (G)<br>Sorcery<br><hr/> Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br><br>[sideboard] |
| 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                                                                                                                                                                                                                              |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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