

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

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Land - - Swamp Mountain

($\{T\}$: Add $\{B\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land - - Swamp Mountain

($\{T\}$: Add $\{B\}$ or $\{R\}$.)
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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.

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Bloodghast

BB

Creature -- Vampire Spirit

This creature can't block.
This creature has haste as long as
an opponent has 10 or less life.
Landfall -- Whenever a land you
control enters, you may return this
card from your graveyard to the
battlefield.

2/1

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Bloodthorn Flail

(B)

Artifact -- Equipment

Equipped creature gets +2/+1.
Equip--Pay {3} or discard a card.

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Burst Lightning

®

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cool but Rude1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you attack, you may discard a card. If you do, draw a card. {1}{R}: Level 2 Whenever you discard a card, this Class deals 2 damage to each opponent. {1}{R}: Level 3 When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cool but Rude1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you attack, you may discard a card. If you do, draw a card. {1}{R}: Level 2 Whenever you discard a card, this Class deals 2 damage to each opponent. {1}{R}: Level 3 When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cool but Rude1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you attack, you may discard a card. If you do, draw a card. {1}{R}: Level 2 Whenever you discard a card, this Class deals 2 damage to each opponent. {1}{R}: Level 3 When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cool but Rude1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you attack, you may discard a card. If you do, draw a card. {1}{R}: Level 2 Whenever you discard a card, this Class deals 2 damage to each opponent. {1}{R}: Level 3 When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flamewake Phoenix1R1R Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flamewake Phoenix1R1R Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flamewake Phoenix1R1R Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flamewake Phoenix1R1R Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Iron-Shield Elf (1)(B) Creature -- Elf Warrior Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iron-Shield Elf (1)(B) Creature -- Elf Warrior Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iron-Shield Elf (1)(B) Creature -- Elf Warrior Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iron-Shield Elf (1)(B) Creature -- Elf Warrior Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Marauding Mako (R) Creature -- Shark Pirate Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}), Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Mako (R) Creature -- Shark Pirate Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}), Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Mako (R) Creature -- Shark Pirate Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}), Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Mako (R) Creature -- Shark Pirate Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}), Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Whenever you discard a card, choose one that hasn't been chosen this turn --

- * Draw a card.
- * Create a Treasure token.
- * Each opponent loses 3 life.

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Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

7/7

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7/7

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This land enters tapped.
When this land enters from a
graveyard, you lose 2 life.
{T}: Add {U}, {B}, or {R}.
Mayhem (You may play this card from
your graveyard if you discarded it
this turn. Timing rules still
apply.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler 3UUU Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quantum Riddler 3UUU Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quantum Riddler 3UUU Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quantum Riddler 3UUU Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Requiting Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requiting Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Starting Town

Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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Swamp

Basic Land -- Swamp

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

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Watery Grave

Land -- Island Swamp

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winternight Stories ②① Sorcery Draw three cards. Then discard two cards unless you discard a creature card. Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bitter Triumph ①② Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Crimson Pulse ②③ Enchantment -- Case When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress ② Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress ② Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito, Bane of Nightmares 2UB Legendary Planeswalker -- Kaito Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx ②RR Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx ②RR Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	