

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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| <div><div><div><b>Bloodstained Mire</b></div><div>Land</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Burning Inquiry</b></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div><div><b>Burning Inquiry</b></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div><div><b>Burning Inquiry</b></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                      |
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**(R) (W)**

Flying, haste  
Discard a card: This creature gains lifelink until end of turn.  
Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.

**2/1**

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**2/1**

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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.)

4/4

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4/4

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4/4

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Lightning Bolt deals 3 damage to any target.

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®

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.)

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1/1

®

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.)

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

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| <div><div>Practiced Offense</div><div><div>2</div><div>W</div></div></div> <div>Sorcery</div> <div>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.<br/>Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<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>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<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>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<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>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<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>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Smiting Helix</b> (3)(B)         Sorcery         Smiting Helix deals 3 damage to any target and you gain 3 life.<br>Flashback {R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         3/4         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Smiting Helix</b> (3)(B)         Sorcery         Smiting Helix deals 3 damage to any target and you gain 3 life.<br>Flashback {R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         3/4         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Street Wraith</b> (3)(B)(B)         Creature -- Wraith         Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)         3/4         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Street Wraith</b> (3)(B)(B)         Creature -- Wraith         Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)         3/4         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Street Wraith</b> (2)(B)(B)         Creature -- Wraith         Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)         3/4         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Street Wraith</b> (2)(B)(B)         Creature -- Wraith         Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)         3/4         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vengevine</b> (2)(G)(G)         Creature -- Elemental         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.         4/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Vengevine</b> (2)(G)(G)         Creature -- Elemental         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.         4/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      |

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| <div><div>Vengevine</div><div>2GG</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>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Vengevine</div><div>2GG</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>4/3</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>Cool but Rude</div><div>1R</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you attack, you may discard a card. If you do, draw a card.<br/>{1}{R}: Level 2<br/>Whenever you discard a card, this Class deals 2 damage to each opponent.<br/>{1}{R}: Level 3<br/>When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cool but Rude</div><div>1R</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you attack, you may discard a card. If you do, draw a card.<br/>{1}{R}: Level 2<br/>Whenever you discard a card, this Class deals 2 damage to each opponent.<br/>{1}{R}: Level 3<br/>When this Class becomes level 3, search your library for a card, put it into your hand, shuffle, then discard a card at random.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deafening Silence</div><div>W</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Deafening Silence</div><div>W</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |

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| <div>Erode</div> <div>W</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Erode</div> <div>W</div> <div>Instant</div> <div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div>Practiced Offense</div> <div>2W</div> <div>Sorcery</div> <div>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.<br/>Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div>Pyroclasm</div> <div>1R</div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    |
| <div>Pyroclasm</div> <div>1R</div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div>Surgical Extraction</div> <div>BP</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Surgical Extraction</div> <div>BP</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vexing Bauble</div> <div>1</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
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[sideboard]

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① ② R

Destroy target artifact.  
Fuse (You may cast one or both halves  
of this card from your hand.)

- - - RIGHT HALF - - -

W

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

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①R

Destroy target artifact.  
Fuse (You may cast one or both halves of this card from your hand.)

- - - RIGHT HALF - - -

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Destroy target enchantment.  
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