

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	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	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

({{T}}: Add {{R}} or {{W}}.)
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 PLAY botbox.dev

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

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If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

Enchantment

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Domain -- This spell costs {1} less to cast for each basic land type among lands you control.
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When this enchantment enters, exile
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leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive Land -- Plains Island {T}: Add {W} or {U}.) 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	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	No More Lies WU Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
No More Lies WU Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nulldrifter 7 Creature -- Eldrazi Elemental When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nulldrifter 7 Creature -- Eldrazi Elemental When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nulldrifter 7 Creature -- Eldrazi Elemental When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Phlage, Titan of Fire's Fury (1)(R)(W) Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--(R)(R){W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phlage, Titan of Fire's Fury (1)(R)(W) Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--(R)(R){W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phlage, Titan of Fire's Fury (1)(R)(W) Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--(R)(R){W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phlage, Titan of Fire's Fury (1)(R)(W) Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--(R)(R){W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Ending (X)(W) Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Ending (X)(W) Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

(X) (W)

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

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③ W W

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Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude (3)(W)(W) Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare (U) Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare (U) Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Supreme Verdict (1)(W)(W)(U) Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Verdict (1)(W)(W)(U) Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring (4) Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xander's Lounge Land -- Island Swamp Mountain ({T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Celestial Purge 1W Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Charmaw 3RR Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Charmaw 3RR Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stern Scolding U Instant Counter target creature spell with power or toughness 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stern Scolding U Instant Counter target creature spell with power or toughness 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies X W W Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies X W W Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	