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| <b>Arena of Glory</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Mountain.<br/> {T}: Add {R}.<br/> {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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Arena of Glory</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Mountain.<br/> {T}: Add {R}.<br/> {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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Arid Mesa</b><br><hr/> Land<br><hr/> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                  | <b>Arid Mesa</b><br><hr/> Land<br><hr/> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                  |
| <b>Arid Mesa</b><br><hr/> Land<br><hr/> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                     | <b>Blazing Rootwalla</b> (R)<br><hr/> Creature -- Lizard<br><hr/> <p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/> 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>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>    | <b>Blazing Rootwalla</b> (R)<br><hr/> Creature -- Lizard<br><hr/> <p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/> 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>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Blazing Rootwalla</b> (R)<br><hr/> Creature -- Lizard<br><hr/> <p>{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.<br/> 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>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Blazing Rootwalla</div><div>Ⓜ</div></div><div>Creature -- Lizard</div><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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div><div></div></div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</div><div></div></div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burning Inquiry</div><div>Ⓜ</div></div><div>Sorcery</div><div><div><div>Each player draws three cards, then discards three cards at random.</div></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><div>Each player draws three cards, then discards three cards at random.</div></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><div>Each player draws three cards, then discards three cards at random.</div></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><div>Each player draws three cards, then discards three cards at random.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Detective's Phoenix</div><div>2Ⓜ</div></div><div>Enchantment Creature -- Phoenix</div><div><div><div>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.)</div><div>Flying, haste</div><div>Enchanted creature gets +2/+2 and has flying and haste.</div><div>You may cast this card from your graveyard using its bestow ability.</div></div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Detective's Phoenix <div>2</div> <div>R</div> </div> <div> <div>Enchantment Creature -- Phoenix</div> <div> 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. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> Detective's Phoenix <div>2</div> <div>R</div> </div> <div> <div>Enchantment Creature -- Phoenix</div> <div> 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. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> Detective's Phoenix <div>2</div> <div>R</div> </div> <div> <div>Enchantment Creature -- Phoenix</div> <div> 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. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Elegant Parlor</div> <div> <div>Land -- Mountain Plains</div> <div> ({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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |
| <div> <div> Faithless Looting <div>R</div> </div> <div> <div>Sorcery</div> <div> 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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                                                 | <div> <div> Faithless Looting <div>R</div> </div> <div> <div>Sorcery</div> <div> 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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                                                 | <div> <div> Faithless Looting <div>R</div> </div> <div> <div>Sorcery</div> <div> 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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                                                 | <div> <div> Faithless Looting <div>R</div> </div> <div> <div>Sorcery</div> <div> 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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                |

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| <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                        | <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                        | <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                        | <b>Goblin Lore</b> (1)(R)<br>Sorcery<br>Draw four cards, then discard three cards at random.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                        |

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| <div> <div>Hollow One</div> <div>5</div> </div> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> 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> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> 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> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> 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> <div> <div>Artifact Creature -- Golem</div> <div> This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br/> 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>Inti, Seneschal of the Sun</div> <div>1R</div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div> Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/> Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Inti, Seneschal of the Sun</div> <div>1R</div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div> Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/> Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Marauding Mako</div> <div>R</div> </div> <div> <div>Creature -- Shark Pirate</div> <div> Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/> Cycling {2} ({2}), Discard this card: Draw a card.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Marauding Mako</div> <div>R</div> </div> <div> <div>Creature -- Shark Pirate</div> <div> Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/> Cycling {2} ({2}), Discard this card: Draw a card.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div> <b>Marauding Mako</b> <span>Ⓡ</span> </div> <div>           Creature -- Shark Pirate         </div> <div>           Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>           Cycling {2} ({2}, Discard this card: Draw a card.)         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Marauding Mako</b> <span>Ⓡ</span> </div> <div>           Creature -- Shark Pirate         </div> <div>           Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>           Cycling {2} ({2}, Discard this card: Draw a card.)         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Mountain</b> </div> <div>           Basic Land -- Mountain         </div> <div>           ({T}: Add {R}.)         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                         | <div> <div> <b>Sacred Foundry</b> </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> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>  |
| <div> <div> <b>Sacred Foundry</b> </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> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                              | <div> <div> <b>Sacred Foundry</b> </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> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                              | <div> <div> <b>Scalding Tarn</b> </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> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Stomping Ground</b> </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> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

## 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 PLAY botbox.dev

## Street Wraith

3 B B

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 PLAY botbox.dev

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vengevine

2GG

Creature -- Elemental

**Haste**  
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

## Vengevine

2GG

Creature -- Elemental

**Haste**  
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

## Vengevine

2GG

Creature -- Elemental

Haste  
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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| <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.                                                             | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.                                                                                 | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.                                                                                 |
| <b>Doorkeeper Thrull</b> (1)(W)<br>Creature -- Thrull<br>Flash<br>Flying<br>Artifacts and creatures entering don't cause abilities to trigger.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Doorkeeper Thrull</b> (1)(W)<br>Creature -- Thrull<br>Flash<br>Flying<br>Artifacts and creatures entering don't cause abilities to trigger.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard] | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard] |

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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ray of Revelation (1)(W)</div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (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>                                            | <div><div>Ray of Revelation (1)(W)</div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (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>                                            |
| <div><div>Ray of Revelation (1)(W)</div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (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>                                                          | <div><div>Torpor Orb (2)</div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Unholy Heat (R)</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unholy Heat (R)</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.

[sideboard]

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(X) (W) (W)

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]

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(X)(W)(W)

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]

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