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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense (G)

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense (G)

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Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cacophony Scamp (R)

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sirena, Alexander - Modern (LCQ - Modern - SCG CON Baltimore - Friday - 1 sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Sell-Sword (1)(B)

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - - -

Burn Together (R)

Sorcery -- Adventure

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Soldier

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Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District

Land -- Mountain Forest

({T}: Add {R} or {G}.)
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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero (R)

Creature -- Mouse Soldier

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.
When this creature dies, it deals damage equal to its power to each opponent.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Resonance (2)(R)(R)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massive Might (G)

Instant

Target creature gets +2/+2 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear (R)

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage (R)

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutagenic Growth (GP)

Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scale Up (G)

Sorcery

Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slickshot Show-Off (1)(R)

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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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

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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

Turn Inside Out Ⓡ

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wooded Foothills

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor (2)(G)(G)

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

[sideboard]

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{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

[sideboard]

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Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meltdown {X}{R}

Sorcery

Destroy each artifact with mana value X or less.

[sideboard]

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Meltdown {X}{R}

Sorcery

Destroy each artifact with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Extraction {BP}

Instant

({B/P} can be paid with either {B} or 2 life.)
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.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer (G)

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

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Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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