Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Canyon Slough

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Capital City

Land -- Town

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
Cycling {2} ({2}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coastal Peak

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coastal Peak

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Healer {1}{W}

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

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Drannith Stinger {1}{R}

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flourishing Fox {W}

Creature -- Fox

Whenever you cycle another card, put a +1/+1 counter on this creature.
Cycling {1} ({1}, Discard this card: Draw a card.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - nigeltastic - Vintage ($1K - Value Vintage - SCG CON Baltimore - Sunday - sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Fluctuator (2)

Artifact

Cycling abilities you activate cost {2} less to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Footfall Crater (R)

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: Target creature gains trample and haste until end of turn."
Cycling {1} ({1}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant land
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Cycling {1} ({1}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glittering Massif

Land -- Mountain Plains

({T}: Add {R} or {W}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hollow One 5

Artifact Creature -- Golem

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irrigated Farmland

Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolted Awake W

Sorcery

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

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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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation (1)(U)

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rith's Grove

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {R}, {G}, or {W}.

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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Umbral Expanse

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umbral Expanse

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vile Manifestation (1)(B)

Creature -- Horror

This creature gets +1/+0 for each card with cycling in your graveyard.
Cycling {2} ({2}, Discard this card: Draw a card.)

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vile Manifestation (1)(B)

Creature -- Horror

This creature gets +1/+0 for each card with cycling in your graveyard.
Cycling {2} ({2}, Discard this card: Draw a card.)

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Healer (1)(W)

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Easy Prey (1)(B)

Instant

Destroy target creature with mana value 2 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Easy Prey (1)(B)

Instant

Destroy target creature with mana value 2 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fuel the Flames (2)(R)

Instant

Fuel the Flames deals 2 damage to each creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

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Fuel the Flames {2}{R}

Instant

Fuel the Flames deals 2 damage to each creature.
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[sideboard]

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Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallant Strike {1}{W}

Instant

Destroy target creature with toughness 4 or greater.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallant Strike {1}{W}

Instant

Destroy target creature with toughness 4 or greater.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Rift {1}{R}

Enchantment

Whenever a player cycles a card, you may pay {1}. If you do, this enchantment deals 2 damage to any target.

[sideboard]

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Lightning Rift {1}{R}

Enchantment

Whenever a player cycles a card, you may pay {1}. If you do, this enchantment deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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Rapid Decay 1B

Instant

Exile up to three target cards from a single graveyard.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapid Decay 1B

Instant

Exile up to three target cards from a single graveyard.
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[sideboard]

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