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| <div><div><div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |
| <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Burning Inquiry</div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Detective's Phoenix</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Detective's Phoenix</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Detective's Phoenix</b> (2)(R)<br>Enchantment Creature -- Phoenix<br>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.)<br>Flying, haste<br>Enchanted creature gets +2/+2 and has flying and haste.<br>You may cast this card from your graveyard using its bestow ability.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Detective's Phoenix</b> (2)(R)<br>Enchantment Creature -- Phoenix<br>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.)<br>Flying, haste<br>Enchanted creature gets +2/+2 and has flying and haste.<br>You may cast this card from your graveyard using its bestow ability.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elegant Parlor</b><br>Land -- Mountain Plains<br>({T}: Add {R} or {W}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faithless Looting</b> (R)<br>Sorcery<br>Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            |
| <b>Faithless Looting</b> (R)<br>Sorcery<br>Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                             | <b>Faithless Looting</b> (R)<br>Sorcery<br>Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                             | <b>Faithless Looting</b> (R)<br>Sorcery<br>Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                              | <b>Hardened Academic</b> (R)(W)<br>Creature -- Bird Cleric<br>Flying, haste<br>Discard a card: This creature gains lifelink until end of turn.<br>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Hardened Academic</b> <span>(R)(W)</span><br>Creature -- Bird Cleric<br>Flying, haste<br>Discard a card: This creature gains lifelink until end of turn.<br>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hardened Academic</b> <span>(R)(W)</span><br>Creature -- Bird Cleric<br>Flying, haste<br>Discard a card: This creature gains lifelink until end of turn.<br>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hardened Academic</b> <span>(R)(W)</span><br>Creature -- Bird Cleric<br>Flying, haste<br>Discard a card: This creature gains lifelink until end of turn.<br>Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Hollow One</b> <span>(5)</span><br>Artifact Creature -- Golem<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Lightning Bolt</b> <span>(R)</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  |

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

®

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

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

1/1

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

1/1

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Ox of Agonas3RR</div> <div>Creature -- Ox</div> <div>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Practiced Offense2W</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. 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>Practiced Offense2W</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. 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}.) 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}.) 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}.) 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>                                                                                                                         |

## 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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/3

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/3

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/3

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| <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Wooded Foothills</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>              | <b>Wooded Foothills</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Wooded Foothills</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br><hr/> Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>[sideboard]<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                              | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br><hr/> Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>[sideboard]<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Deafening Silence</b> (W)<br>Enchantment<br><hr/> Each player can't cast more than one noncreature spell each turn.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                        | <b>Deafening Silence</b> (W)<br>Enchantment<br><hr/> Each player can't cast more than one noncreature spell each turn.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                        |

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| <div> <b>Meltdown</b> <span>(X)(R)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Destroy each artifact with mana value X or less.</p> <p>[sideboard]</p> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                   | <div> <b>Obsidian Charmaw</b> <span>(3)(R)(R)</span> </div> <hr/> <div>Creature -- Dragon</div> <hr/> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> <p>[sideboard]</p> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                              | <div> <b>Obsidian Charmaw</b> <span>(3)(R)(R)</span> </div> <hr/> <div>Creature -- Dragon</div> <hr/> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> <p>[sideboard]</p> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                              | <div> <b>Rough</b> <span>(1)(R)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Rough deals 2 damage to each creature without flying.</p> <p>[sideboard]</p> <div> <div>RIGHT HALF</div> </div> <div> <b>Tumble</b> <span>(5)(R)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Tumble deals 6 damage to each creature with flying.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Rough</b> <span>(1)(R)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Rough deals 2 damage to each creature without flying.</p> <p>[sideboard]</p> <div> <div>RIGHT HALF</div> </div> <div> <b>Tumble</b> <span>(5)(R)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Tumble deals 6 damage to each creature with flying.</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Surgical Extraction</b> <span>(BP)</span> </div> <hr/> <div>Instant</div> <hr/> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Surgical Extraction</b> <span>(BP)</span> </div> <hr/> <div>Instant</div> <hr/> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Vexing Bauble</b> <span>(1)</span> </div> <hr/> <div>Artifact</div> <hr/> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                |

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| <div><div>Vexing Bauble1</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:<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wear1R</div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div>RIGHT HALF</div><div><div>TearW</div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Wear1R</div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div>RIGHT HALF</div><div><div>TearW</div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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