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| <b>Biotech Specialist</b> <span>R</span> <span>G</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Biotech Specialist</b> <span>R</span> <span>G</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Biotech Specialist</b> <span>R</span> <span>G</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Biotech Specialist</b> <span>R</span> <span>G</span><br><hr/> Creature -- Insect Scientist<br><hr/> <p>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")<br/>Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</p> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Blazemire Verge</b><br><hr/> Land<br><hr/> <p>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                       | <b>Blazemire Verge</b><br><hr/> Land<br><hr/> <p>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                       | <b>Blood Crypt</b><br><hr/> Land -- Swamp Mountain<br><hr/> <p>({T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                         | <b>Blood Crypt</b><br><hr/> Land -- Swamp Mountain<br><hr/> <p>({T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                         |

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| <b>Blood Crypt</b><br><hr/> Land -- Swamp Mountain<br><hr/> ({T}: Add {B} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. | <b>Blooming Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}. | <b>Blooming Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.                                                                                             | <b>Blooming Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.                                                                                             |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                 |
| <b>Blooming Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.                      | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)                                                                      | <b>Gene Pollinator</b> <br><hr/> Artifact Creature -- Robot Insect<br><hr/> {T}, Tap an untapped permanent you control: Add one mana of any color. | <b>Gene Pollinator</b> <br><hr/> Artifact Creature -- Robot Insect<br><hr/> {T}, Tap an untapped permanent you control: Add one mana of any color. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     | <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  | <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  |

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| <div> <b>Gene Pollinator</b> <span>ⓖ</span> </div> <div> Artifact Creature -- Robot Insect </div> <div> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                     | <div> <b>Gene Pollinator</b> <span>ⓖ</span> </div> <div> Artifact Creature -- Robot Insect </div> <div> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                     | <div> <b>Greedy Freebooter</b> <span>Ⓑ</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Greedy Freebooter</b> <span>Ⓑ</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Greedy Freebooter</b> <span>Ⓑ</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Greedy Freebooter</b> <span>Ⓑ</span> </div> <div> Creature -- Human Pirate </div> <div> <p>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Lively Dirge</b> <span>①Ⓑ</span> </div> <div> Sorcery </div> <div> <p>Spree (Choose one or more additional costs.)<br/> + {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/> + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>             | <div> <b>Lively Dirge</b> <span>①Ⓑ</span> </div> <div> Sorcery </div> <div> <p>Spree (Choose one or more additional costs.)<br/> + {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/> + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>             |

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| <div>Lively Dirge1B</div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.</p> <p>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lively Dirge1B</div> <div>Sorcery</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.</p> <p>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div>Magda, the Hoardmaster1R</div> <div>Legendary Creature -- Dwarf Berserker</div> <div> <p>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</p> <p>Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste.</p> <p>Activate only as a sorcery.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div>Magda, the Hoardmaster1R</div> <div>Legendary Creature -- Dwarf Berserker</div> <div> <p>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</p> <p>Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste.</p> <p>Activate only as a sorcery.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                         | <div>Obsessive Pursuit1B</div> <div>Enchantment</div> <div> <p>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Obsessive Pursuit1B</div> <div>Enchantment</div> <div> <p>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Obsessive Pursuit1B</div> <div>Enchantment</div> <div> <p>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "[2], Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.

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## Land - - Swamp Forest

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

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## Land - - Swamp Forest

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

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## Land -- Swamp Forest

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

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**B**

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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**B**

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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2 R R

Flying, haste  
Whenever Smaug attacks, he deals  
damage equal to the number of  
Treasures you control to any target.  
At the beginning of your upkeep,  
create a Treasure token.

4/3

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## Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            |
| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>The Misty Mountains Cold ②③</div><div>Enchantment -- Saga</div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)</p><p>I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>The Misty Mountains Cold (2)(R)</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/>I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>The Misty Mountains Cold (2)(R)</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/>I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>The Sackville-Bagginses (1)(B)</div> <div>Legendary Creature -- Halfling Citizen</div> <div>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                  | <div>The Sackville-Bagginses (1)(B)</div> <div>Legendary Creature -- Halfling Citizen</div> <div>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                  |
| <div>The Sackville-Bagginses (1)(B)</div> <div>Legendary Creature -- Halfling Citizen</div> <div>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                               | <div>The Sackville-Bagginses (1)(B)</div> <div>Legendary Creature -- Halfling Citizen</div> <div>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                               | <div>Torch the Tower (R)</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Torch the Tower (R)</div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Torch the Tower</div> <div>(R)</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <div>Umbral Collar Zealot</div> <div>(1)(B)</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <div>Umbral Collar Zealot</div> <div>(1)(B)</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                           | <div> <div>Umbral Collar Zealot</div> <div>(1)(B)</div> </div> <div>Creature -- Human Cleric</div> <div> <p>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                           |
| <div> <div>Duress</div> <div>(B)</div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                         | <div> <div>Duress</div> <div>(B)</div> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                          | <div> <div>Fire Magic</div> <div>(R)</div> </div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div> <div>Fire Magic</div> <div>(R)</div> </div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

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2 B G

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[+2]: You gain 3 life.  
[0]: You draw a card and lose 1  
life.  
[-3]: Destroy target creature.  
[-6]: You get an emblem with  
"Whenever you gain life, target  
opponent loses that much life."
```

**L 5**

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**B**

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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① ②

Destroy target artifact or enchantment. If its mana value was 2 or less, create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

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① B

Destroy target non-outlaw creature.  
(Assassins, Mercenaries, Pirates,  
Rogues, and Warlocks are outlaws.  
Everyone else is fair game.)

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1 B

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1 B

Target opponent exiles a creature they control and their graveyard.

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <b>Strategic Betrayal</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>           Target opponent exiles a creature they control and their graveyard.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Strategic Betrayal</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>           Target opponent exiles a creature they control and their graveyard.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Wolverine, Fierce Fighter</b> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div>           Legendary Creature -- Mutant Berserker Hero         </div> <div>           Haste<br/>           When Wolverine enters, he fights up to one other target creature.<br/>           If damage would be dealt to Wolverine, instead that damage is dealt, but all other damage already dealt to him is healed.         </div> <div>[sideboard]</div> <div> <div>3/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
|                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |  |