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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> | <b>Blackcleave Cliffs</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {B} or {R}.</p>                                    | <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>                   | <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>                   |
| 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>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>                                                                                                                                                | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> | <b>Bloodstained Mire</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> |
| 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                                                                                                                                   |

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| <div><div><div><b>Bloodstained Mire</b></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><b>Burning Inquiry</b></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><b>Burning Inquiry</b></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><b>Burning Inquiry</b></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><b>Burning Inquiry</b></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><b>Detective's Phoenix</b></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><b>Detective's Phoenix</b></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><b>Detective's Phoenix</b></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><hr/> Enchantment Creature -- Phoenix<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Faithless Looting</b> (R)<br><hr/> Sorcery<br><hr/> 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><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                               | <b>Faithless Looting</b> (R)<br><hr/> Sorcery<br><hr/> 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><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                               | <b>Faithless Looting</b> (R)<br><hr/> Sorcery<br><hr/> 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><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                               |

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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.)

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① R

When this creature enters, discard a card, then draw a card.

**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.

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① R

When this creature enters, discard a card, then draw a card.

**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.

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⑤

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.)

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5

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.)

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5

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.)

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⑤

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.)

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Lightning Bolt deals 3 damage to any
target.
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| <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Marsh Flats</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div></div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    |

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Lhurqoyf

Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--**{2}{B}**, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

$$* / 1 + *$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Lhurgoyf

Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--**{2}{B}**, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

$$* / 1 + *$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Lhurqoyf

Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape-- $\{2\}\{B\}$ , Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

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**\* / 1 + \***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Lhurgoyf

Nethergoyle's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape-- $\{2\}\{B\}$ , Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

$$* / 1 + *$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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| <div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Archer</div> <div>Flash</div> <div>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                      | <div> <div>Raucous Theater</div> </div> <div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                  | <div> <div>Street Wraith</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</div> <div>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Street Wraith</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</div> <div>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                 | <div> <div>Street Wraith</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</div> <div>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Street Wraith</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)</div> <div>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                   |

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Tarfire deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tarfire deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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## 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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1 B

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.  
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[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>Meltdown (X)(R)</div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div><div>Meltdown (X)(R)</div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       |
| <div><div>Meltdown (X)(R)</div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Rough (1)(R)</div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Tumble (5)(R)</div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Rough (1)(R)</div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Tumble (5)(R)</div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Rough (1)(R)</div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div>Tumble (5)(R)</div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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