

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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 PLAYbotbox.dev	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 PLAYbotbox.dev	Bloodghast B B Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodghast B B Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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1 B

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more --

- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
- * Target creature gets -2/-2 until end of turn.
- * Target opponent loses 2 life and you gain 2 life.

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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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Flameblade Adept Ⓡ Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flameblade Adept Ⓡ Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flameblade Adept Ⓡ Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flameblade Adept Ⓡ Creature -- Jackal Warrior Menace Whenever you cycle or discard a card, this creature gets +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flamewake Phoenix ①ⓇⓇ Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flamewake Phoenix ①ⓇⓇ Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flamewake Phoenix ①ⓇⓇ Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flamewake Phoenix ①ⓇⓇ Creature -- Phoenix Flying, haste This creature attacks each combat if able. Ferocious -- At the beginning of combat on your turn, if you control a creature with power 4 or greater, you may pay {R}. If you do, return this card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Lore 1 R Sorcery Draw four cards, then discard three cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gurmag Angler 6 B Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gurmag Angler 6 B Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 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	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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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

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

4/4

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Lightning Bolt deals 3 damage to any target.

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

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Street Wraith 3BB 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 PLAYbotbox.dev	Street Wraith 3BB 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 PLAYbotbox.dev	Street Wraith 3BB 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 PLAYbotbox.dev	Street Wraith 3BB 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 PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tasigur, the Golden Fang 5B Legendary Creature -- Human Shaman Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) {2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tasigur, the Golden Fang 5B Legendary Creature -- Human Shaman Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) {2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Grudge 1R Instant Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Explosives X Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

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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.

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2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
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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.

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As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.

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① R R

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Sweltering Suns deals 3 damage to
each creature.
Cycling {3} ({3}, Discard this card:
Draw a card.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B R

Destroy target creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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[sidebar]

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