

<div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dragon's Rage Channeler (R)</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) 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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dragon's Rage Channeler (R)</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) 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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Expressive Iteration</div><div>U R</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Expressive Iteration</div><div>U R</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (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>	<div><div><div>Lava Dart</div><div>R</div></div><div>Instant</div><div>Lava Dart deals 1 damage to any target. Flashback--Sacrifice a Mountain. (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>
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®

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①

{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.

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Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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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.

<div><div>Monastery Swiftspear</div><div><div>R</div></div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Monastery Swiftspear</div><div><div>R</div></div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Preordain</div><div>Ⓢ</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Preordain</div><div>Ⓢ</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Preordain</div><div>Ⓢ</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Preordain</div><div>Ⓢ</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Scalding Tarn</div></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></div>	<div><div><div>Scalding Tarn</div></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></div>	<div><div><div>Scalding Tarn</div></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></div>	<div><div><div>Scalding Tarn</div></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></div>

Slickshot Show-Off 1 R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Slickshot Show-Off 1 R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Slickshot Show-Off 1 R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Slickshot Show-Off 1 R <hr/> Creature -- Bird Wizard <hr/> Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Steam Vents <hr/> Land -- Island Mountain <hr/> ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Steam Vents <hr/> Land -- Island Mountain <hr/> ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Stomping Ground <hr/> Land -- Mountain Forest <hr/> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thundering Falls <hr/> Land -- Island Mountain <hr/> ({T}: Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div> Triton Wavebreaker U </div> <div> Enchantment Creature -- Merfolk Wizard </div> <div> <p>Bestow {1}{U} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)</p> <p>As long as this permanent is a creature, it has prowess. (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Enchanted creature gets +1/+1 and has prowess.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Triton Wavebreaker U </div> <div> Enchantment Creature -- Merfolk Wizard </div> <div> <p>Bestow {1}{U} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)</p> <p>As long as this permanent is a creature, it has prowess. (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Enchanted creature gets +1/+1 and has prowess.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Triton Wavebreaker U </div> <div> Enchantment Creature -- Merfolk Wizard </div> <div> <p>Bestow {1}{U} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)</p> <p>As long as this permanent is a creature, it has prowess. (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Enchanted creature gets +1/+1 and has prowess.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Triton Wavebreaker U </div> <div> Enchantment Creature -- Merfolk Wizard </div> <div> <p>Bestow {1}{U} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)</p> <p>As long as this permanent is a creature, it has prowess. (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Enchanted creature gets +1/+1 and has prowess.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div> Underworld Breach 1R </div> <div> Enchantment </div> <div> <p>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</p> <p>At the beginning of the end step, sacrifice this enchantment.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Underworld Breach 1R </div> <div> Enchantment </div> <div> <p>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</p> <p>At the beginning of the end step, sacrifice this enchantment.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Unholy Heat R </div> <div> Instant </div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker.</p> <p>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Unholy Heat R </div> <div> Instant </div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker.</p> <p>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Blood Moon2R</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blood Moon2R</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blood Moon2R</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Consign to MemoryU</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Consign to Memory</div> <div>U</div> </div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Flame of Anor</div> <div>1UR</div> </div> <div>Instant</div> <div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Flame of Anor</div> <div>1UR</div> </div> <div>Instant</div> <div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Jegantha, the Wellspring</div> <div>4R/G</div> </div> <div>Legendary Creature -- Elemental Elk</div> <div>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Pick Your Poison</div> <div>G</div> </div> <div>Sorcery</div> <div>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Pick Your Poison</div> <div>G</div> </div> <div>Sorcery</div> <div>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Pick Your Poison</div> <div>G</div> </div> <div>Sorcery</div> <div>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Pick Your Poison</div> <div>G</div> </div> <div>Sorcery</div> <div>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	
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