

① W U

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a Mountain.

{T}: Add {R}.

{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.)

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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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. 4/3 ----- ADVENTURE ----- Stomp Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crashing Footfalls Sorcery Suspend 4--{G} (Rather than cast this card from your hand, pay {G} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Create two 4/4 green Rhino creature tokens with trample. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Fire

(R)

①

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice

(U)

①

Instant

Tap target permanent.
Draw a card.

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(R)

①

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice

(U)

①

Instant

Tap target permanent.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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Force of Negation

(UU)①

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phlage, Titan of Fire's Fury (1)(R)(W)

Legendary Creature -- Elder Giant

When Phlage enters, sacrifice it unless it escaped.
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.
Escape-- $\{R\}\{R\}\{W\}\{W\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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Scion of Draco

Artifact Creature -- Dragon

Domain -- This spell costs {2} less to cast for each basic land type among lands you control.

Flying

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardless Agent 1 G U Artifact Creature -- Human Rogue Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shardless Agent 1 G U Artifact Creature -- Human Rogue Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardless Agent 1 G U Artifact Creature -- Human Rogue Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardless Agent 1 G U Artifact Creature -- Human Rogue Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 2/2 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	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Falls Land -- Island Mountain {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xander's Lounge Land -- Island Swamp Mountain {T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brotherhood's End Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Endurance 1 G 6 Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inevitable Betrayal Sorcery Suspend 3--$\{1\}\{U\}\{U\}$ (Rather than cast this card from your hand, pay $\{1\}\{U\}\{U\}$ and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inevitable Betrayal Sorcery Suspend 3--$\{1\}\{U\}\{U\}$ (Rather than cast this card from your hand, pay $\{1\}\{U\}\{U\}$ and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magebane Lizard 1 R Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Magebane Lizard 1 R Creature -- Lizard Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute 2 U Instant This spell costs $\{2\}$ less to cast if it targets a blue spell. Counter target spell unless its controller pays $\{3\}$. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute 2 U Instant This spell costs $\{2\}$ less to cast if it targets a blue spell. Counter target spell unless its controller pays $\{3\}$. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obsidian Charmaw 3 R R Creature -- Dragon This spell costs $\{1\}$ less to cast for each land your opponents control that could produce $\{C\}$. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Obsidian Charmaw 3RR Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Charmaw 3RR Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wear 1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] - - - RIGHT HALF - - - Tear W Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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