

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	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	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	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	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	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Detective's Phoenix 2 R Enchantment Creature -- Phoenix 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detective's Phoenix 2 R Enchantment Creature -- Phoenix 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler R Creature -- Human Shaman 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Rage Channeler R Creature -- Human Shaman 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Nethergoyf 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nethergoyf 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nethergoyf 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nethergoyf 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters 1 B 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 PLAYbotbox.dev	Orcish Bowmasters 1 B 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 PLAYbotbox.dev	Orcish Bowmasters 1 B 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 PLAYbotbox.dev	Orcish Bowmasters 1 B 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 PLAYbotbox.dev
Raucous Theater Land -- Swamp Mountain ({T}: Add {B} 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	Raucous Theater Land -- Swamp Mountain ({T}: Add {B} 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	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

Land

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

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3 B B

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.)

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Basic Land -- Swamp

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

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Kindred Instant -- Goblin

Tarfire deals 2 damage to any target.

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Tarfire Kindred Instant -- Goblin Tarfire deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Alchemist's Gambit Sorcery Cleave {4}{U}{U}{R} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Take an extra turn after this one. During that turn, damage can't be prevented. [At the beginning of that turn's end step, you lose the game.] Exile Alchemist's Gambit. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alchemist's Gambit Sorcery Cleave {4}{U}{U}{R} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Take an extra turn after this one. During that turn, damage can't be prevented. [At the beginning of that turn's end step, you lose the game.] Exile Alchemist's Gambit. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Magebane Lizard 1R 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 1R 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 1R 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	Rough 1R Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble 5R Sorcery Tumble deals 6 damage to each creature with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rough 1R Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble 5R Sorcery Tumble deals 6 damage to each creature with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rough 1R Sorcery Rough deals 2 damage to each creature without flying. [sideboard] ----- RIGHT HALF ----- Tumble 5R Sorcery Tumble deals 6 damage to each creature with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery 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 PLAYbotbox.dev	Thoughtseize B Sorcery 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 PLAYbotbox.dev

Thoughtseize B Sorcery 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	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	