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| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
| <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>({T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>({T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>({T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bloodstained Mire</div><div>Land</div><div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                     |
| <div><div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div><b>Burning Inquiry</b><div>R</div></div><div>Sorcery</div><div>Each player draws three cards, then discards three cards at random.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div><b>Detective's Phoenix</b><div>2</div><div>R</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></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>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>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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                  |



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| <div><div><div>Hollow One</div><div>5</div></div><div>Artifact Creature -- Golem</div><div>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.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hollow One</div><div>5</div></div><div>Artifact Creature -- Golem</div><div>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.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hollow One</div><div>5</div></div><div>Artifact Creature -- Golem</div><div>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.)</div><div>4/4</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>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>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>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> |

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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[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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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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$$*/1+*$$

① B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

① B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

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| <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Raucous Theater</b><br>Land -- Swamp Mountain<br>({T}: Add {B} or {R}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev               | <b>Splinter Twin</b> (2)(R)(R)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature has "{T}: Create a token that's a copy of this creature, except it has haste. Exile that token at the beginning of the next end step."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                           | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  |

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| <div><div><div>Tarfire</div><div>Kindred Instant -- Goblin</div><div>Tarfire deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></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><div></div></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><div></div></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><div></div></div> |
| <div><div><div>Magebane Lizard</div><div>Creature -- Lizard</div><div>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.</div><div>[sideboard]</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div> | <div><div><div>Meltdown</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></div>                                                                   | <div><div><div>Meltdown</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></div>                                                                   | <div><div><div>Meltdown</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></div>                                                                   |

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| <div><div><div>Meltdown</div><div><div>X</div><div>R</div></div></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><div>Molten Collapse</div><div><div>B</div><div>R</div></div></div><div>Sorcery</div><div>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)<ul style="list-style-type: none"><li>* Destroy target creature or planeswalker.</li><li>* Destroy target noncreature, nonland permanent with mana value 1 or less.</li></ul></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div><div>Rakdos Charm</div><div><div>B</div><div>R</div></div></div><div>Instant</div><div>Choose one --<ul style="list-style-type: none"><li>* Exile target player's graveyard.</li><li>* Destroy target artifact.</li><li>* Each creature deals 1 damage to its controller.</li></ul></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Splinter Twin</div><div><div>2</div><div>R</div><div>R</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature</div><div>Enchanted creature has "{T}": Create a token that's a copy of this creature, except it has haste. Exile that token at the beginning of the next end step."</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Splinter Twin</div><div><div>2</div><div>R</div><div>R</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature</div><div>Enchanted creature has "{T}": Create a token that's a copy of this creature, except it has haste. Exile that token at the beginning of the next end step."</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Splinter Twin</div><div><div>2</div><div>R</div><div>R</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature</div><div>Enchanted creature has "{T}": Create a token that's a copy of this creature, except it has haste. Exile that token at the beginning of the next end step."</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    |

