

<p>Ardent Elementalist (3)(R)</p> <p>Creature -- Human Shaman</p> <p>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Barren Moor</p> <p>Land</p> <p>This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Barren Moor</p> <p>Land</p> <p>This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Barren Moor</p> <p>Land</p> <p>This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Barren Moor</p> <p>Land</p> <p>This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cabal Ritual (1)(B)</p> <p>Instant</p> <p>Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cabal Ritual (1)(B)</p> <p>Instant</p> <p>Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cabal Ritual (1)(B)</p> <p>Instant</p> <p>Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - saidin.raken - Pauper (Pauper League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Deadly Dispute</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Deadly Dispute</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Deadly Dispute</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Deadly Dispute</div><div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Dihada's Ploy</div><div><div>1</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Drannith Healer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Human Cleric</div><div>Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.)</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Drannith Healer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Human Cleric</div><div>Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.)</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Drannith Healer</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Human Cleric</div><div>Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.)</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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Drannith Stinger (1)(R) Creature -- Human Wizard Whenever you cycle another card, this creature deals 1 damage to each opponent. Cycling {1} ({1}, Discard this card: Draw a card.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horror of the Broken Lands (4)(B) Creature -- Horror Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horror of the Broken Lands (4)(B) Creature -- Horror Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horror of the Broken Lands (4)(B) Creature -- Horror Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Horror of the Broken Lands</div><div>4B</div></div><div>Creature -- Horror</div><div>Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Imposing Vantasaur</div><div>5W</div></div><div>Creature -- Dinosaur</div><div>Vigilance Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Imposing Vantasaur</div><div>5W</div></div><div>Creature -- Dinosaur</div><div>Vigilance Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Imposing Vantasaur</div><div>5W</div></div><div>Creature -- Dinosaur</div><div>Vigilance Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Imposing Vantasaur</div><div>5W</div></div><div>Creature -- Dinosaur</div><div>Vigilance Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>3/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lotus Petal</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lotus Petal</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lotus Petal</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Lotus Petal</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Add one mana of any color. </div> <div> <div>0</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Monstrous Carabid</div> <div>Creature -- Insect</div> <div> This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) </div> <div> <div>3B R</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Monstrous Carabid</div> <div>Creature -- Insect</div> <div> This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) </div> <div> <div>3B R</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Reaping the Graves</div> <div>Instant</div> <div> Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> <div> <div>2B</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Reaping the Graves</div> <div>Instant</div> <div> Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> <div> <div>2B</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Reaping the Graves</div> <div>Instant</div> <div> Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> <div> <div>2B</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Reaping the Graves</div> <div>Instant</div> <div> Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> <div> <div>2B</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rowan's Grim Search</div> <div>Instant</div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard. You draw two cards and you lose 2 life. </div> <div> <div>2B</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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<div> <div>Rowan's Grim Search</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard.</p> <p>You draw two cards and you lose 2 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Songs of the Damned</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Add {B} for each creature card in your graveyard.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Songs of the Damned</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Add {B} for each creature card in your graveyard.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Songs of the Damned</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Add {B} for each creature card in your graveyard.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Street Wraith (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.) <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dihada's Ploy (1)(U)(B) Instant Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre (1)(B)(B) Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre (1)(B)(B) Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feldon's Cane (1) Artifact {T}, Exile this artifact: Shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Flaring Pain</div><div>1R</div></div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gilded Light</div><div>1W</div></div><div>Instant</div><div>You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gilded Light</div><div>1W</div></div><div>Instant</div><div>You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Siege Smash</div><div>1R</div></div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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