

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.

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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.

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Boros Charm

(R) (W)

Instant

Choose one --

- * Boros Charm deals 4 damage to target player or planeswalker.
- * Permanents you control gain indestructible until end of turn.
- * Target creature gains double strike until end of turn.

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R W

Choose one --

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Choose one --

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div><div><div>Goblin Guide</div><div><div>R</div></div></div><div><div>Creature -- Goblin Scout</div><div>Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Goblin Guide</div><div><div>R</div></div></div><div><div>Creature -- Goblin Scout</div><div>Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Goblin Guide</div><div><div>R</div></div></div><div><div>Creature -- Goblin Scout</div><div>Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Inspiring Vantage</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Inspiring Vantage</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Inspiring Vantage</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Inspiring Vantage</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lava Spike</div><div><div>R</div></div></div><div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div>Monastery Swiftspear</div> <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>Monastery Swiftspear</div> <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>Monastery Swiftspear</div> <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>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rift Bolt</div> <div>2Ⓡ</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rift Bolt</div> <div>2Ⓡ</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target. Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Rift Bolt deals 3 damage to any target.

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Land -- Mountain Plains

($\{T\}$: Add $\{R\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Mountain Plains

((T): Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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RR

Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.

Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.

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<div><div>Skewer the Critics</div><div>2R</div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Skewer the Critics</div><div>2R</div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Skewer the Critics</div><div>2R</div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Skewer the Critics</div><div>2R</div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Skullcrack</div><div>1R</div></div> <div>Instant</div> <div>Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Skullcrack</div><div>1R</div></div> <div>Instant</div> <div>Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Skullcrack</div><div>1R</div></div> <div>Instant</div> <div>Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Skullcrack</div><div>1R</div></div> <div>Instant</div> <div>Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Sunbaked Canyon</div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunbaked Canyon</div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunbaked Canyon</div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sunbaked Canyon</div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Exquisite Firecraft 1RR</div> <div>Sorcery</div> <div>Exquisite Firecraft deals 4 damage to any target. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Exquisite Firecraft 1RR</div> <div>Sorcery</div> <div>Exquisite Firecraft deals 4 damage to any target. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Exquisite Firecraft 1RR</div> <div>Sorcery</div> <div>Exquisite Firecraft deals 4 damage to any target. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sanctifier en-Vec WW</div> <div>Creature -- Human Cleric</div> <div>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Smithereens (1)(R) Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Smash to Smithereens (1)(R) Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Smithereens (1)(R) Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Smithereens (1)(R) Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tunnel Ignus (1)(R) Creature -- Elemental Whenever a land enters under an opponent's control, if that player had another land enter the battlefield under their control this turn, this creature deals 3 damage to that player. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Tunnel Ignus <div> <div>1</div> <div>R</div> </div> </div> <div> Creature -- Elemental </div> <div> Whenever a land enters under an opponent's control, if that player had another land enter the battlefield under their control this turn, this creature deals 3 damage to that player. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Tunnel Ignus <div> <div>1</div> <div>R</div> </div> </div> <div> Creature -- Elemental </div> <div> Whenever a land enters under an opponent's control, if that player had another land enter the battlefield under their control this turn, this creature deals 3 damage to that player. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Tunnel Ignus <div> <div>1</div> <div>R</div> </div> </div> <div> Creature -- Elemental </div> <div> Whenever a land enters under an opponent's control, if that player had another land enter the battlefield under their control this turn, this creature deals 3 damage to that player. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	