

Agatha of the Vile Cauldron Legendary Creature -- Human Warlock Activated abilities of creatures you control cost {X} less to activate, where X is Agatha's power. This effect can't reduce the mana in that cost to less than one mana. {4}{R}{G}: Other creatures you control get +1/+1 and gain trample and haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agatha of the Vile Cauldron Legendary Creature -- Human Warlock Activated abilities of creatures you control cost {X} less to activate, where X is Agatha's power. This effect can't reduce the mana in that cost to less than one mana. {4}{R}{G}: Other creatures you control get +1/+1 and gain trample and haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agatha's Soul Cauldron Legendary Artifact You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anzrag, the Quake-Mole Legendary Creature -- Mole God Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase. {3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able. 8/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bard Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Legendary creatures you control enter with an additional +1/+1 counter on them. {R}{G}: Level 2 Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay. {3}{R}{G}: Level 3 Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bard Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Legendary creatures you control enter with an additional +1/+1 counter on them. {R}{G}: Level 2 Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay. {3}{R}{G}: Level 3 Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bard Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Legendary creatures you control enter with an additional +1/+1 counter on them. {R}{G}: Level 2 Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay. {3}{R}{G}: Level 3 Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bard Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Legendary creatures you control enter with an additional +1/+1 counter on them. {R}{G}: Level 2 Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay. {3}{R}{G}: Level 3 Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - takeda, ryotaro - Pioneer (23??Pioneer GOLDRUSH)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Domri, Anarch of Bolas ①②③ Legendary Planeswalker -- Domri Creatures you control get +1/+0. [+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered. [-2]: Target creature you control fights target creature you don't control. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Domri, Anarch of Bolas ①②③ Legendary Planeswalker -- Domri Creatures you control get +1/+0. [+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered. [-2]: Target creature you control fights target creature you don't control. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hajar, Loyal Bodyguard ②③ Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hajar, Loyal Bodyguard ②③ Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hajar, Loyal Bodyguard ②③ Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kellan, Planar Trailblazer ② Legendary Creature -- Human Faerie Scout {1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn." {2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - takeda, ryotaro - Pioneer (Pioneer GOLDRUSH)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Kellan, Planar Trailblazer (R) Legendary Creature -- Human Faerie Scout {1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn." {2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kellan, Planar Trailblazer (R) Legendary Creature -- Human Faerie Scout {1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn." {2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Migloz, Maze Crusher (1)(R)(G) Legendary Creature -- Phyrexian Beast Migloz enters with five oil counters on it. {1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn. {2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn. {3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Migloz, Maze Crusher (1)(R)(G) Legendary Creature -- Phyrexian Beast Migloz enters with five oil counters on it. {1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn. {2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn. {3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mox Amber (G) Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber (G) Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber (G) Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber (G) Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radha, Heart of Keld 1RG Legendary Creature -- Elf Warrior During your turn, Radha has first strike. You may look at the top card of your library any time, and you may play lands from the top of your library. {4}{R}{G}: Radha gets +X/+X until end of turn, where X is the number of lands you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Redshift, Rocketeer Chief RG Legendary Creature -- Goblin Pilot Vigilance {T}: Add X mana of any one color, where X is Redshift's power. Spend this mana only to activate abilities. Exhaust -- {10}{R}{G}: Put any number of permanent cards from your hand onto the battlefield. (Activate each exhaust ability only once.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Redshift, Rocketeer Chief RG Legendary Creature -- Goblin Pilot Vigilance {T}: Add X mana of any one color, where X is Redshift's power. Spend this mana only to activate abilities. Exhaust -- {10}{R}{G}: Put any number of permanent cards from your hand onto the battlefield. (Activate each exhaust ability only once.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Redshift, Rocketeer Chief RG Legendary Creature -- Goblin Pilot Vigilance {T}: Add X mana of any one color, where X is Redshift's power. Spend this mana only to activate abilities. Exhaust -- {10}{R}{G}: Put any number of permanent cards from your hand onto the battlefield. (Activate each exhaust ability only once.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruby, Daring Tracker RG Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ruby, Daring Tracker R G Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruby, Daring Tracker R G Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruby, Daring Tracker R G Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samut, Voice of Dissent 3 R G Legendary Creature -- Human Warrior Flash Double strike, vigilance, haste Other creatures you control have haste. {W}, {T}: Untap another target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Svella, Ice Shaper 1 R G Legendary Snow Creature -- Troll Warrior {3}, {T}: Create a colorless snow artifact token named Icy Manalith with "{T}: Add one mana of any color." {6}{R}{G}, {T}: Look at the top four cards of your library. You may cast a spell from among them without paying its mana cost. Put the rest on the bottom of your library in a random order. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Targ Nar, Demon-Fang Gnoll R G Legendary Creature -- Gnoll Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn. {2}{R}{G}: Double Targ Nar's power and toughness until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Targ Nar, Demon-Fang Gnoll R G Legendary Creature -- Gnoll Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn. {2}{R}{G}: Double Targ Nar's power and toughness until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xenagos, the Reveler (2)(R)(G) Legendary Planeswalker -- Xenagos [+1]: Add X mana in any combination of {R} and/or {G}, where X is the number of creatures you control. [0]: Create a 2/2 red and green Satyr creature token with haste. [-6]: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Zirda, the Dawnwaker (1)(R/W)(R/W) Legendary Creature -- Elemental Fox Companion -- Each permanent card in your starting deck has an activated ability. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Abilities you activate that aren't mana abilities cost {2} less to activate. This effect can't reduce the mana in that cost to less than one mana. {1}, {T}: Target creature can't block this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atarka's Command (R)(G) Instant Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra's Defeat (R) Instant Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cindervines (R)(G) Enchantment Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - takeda, ryotaro - Pioneer (73??Pioneer GOLDRUSH)

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Cindervines (R)(G) Enchantment Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collision (1)(R/G) Instant Collision deals 6 damage to target creature with flying. [sideboard] ----- - - - RIGHT HALF - - - Colossus(R)(G) Instant Target creature gets +4/+2 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic (R) Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lukka, Bound to Ruin (2)(R)(R/G)(G) Legendary Planeswalker -- Lukka Completed ({R/G/P} can be paid with {R}, {G}, or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Add {R}{G}. Spend this mana only to cast creature spells or activate abilities of creatures. [-1]: Create a 3/3 green Phyrexian Beast creature token with toxic 1. [-4]: Lukka deals X damage divided as you choose among any number of target creatures and/or planeswalkers, where X is the greatest power among creatures you control as you activate this ability. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ob Nixilis, the Adversary (1)(B)(R) Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ob Nixilis, the Adversary (1)(B)(R) Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pick Your Poison

⑥

Sorcery

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sideboard]

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⑥

Sorcery

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo's Safekeeping

⑥

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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