

Aether Snap 3BB Sorcery Remove all counters from all permanents and exile all tokens. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ahriman 2B Creature -- Eye Horror Flying, deathtouch {3}, Sacrifice another creature or artifact: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Akroma's Memorial 7 Legendary Artifact Creatures you control have flying, first strike, vigilance, trample, haste, and protection from black and from red. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Andúril, Flame of the West 3 Legendary Artifact -- Equipment Equipped creature gets +3/+1. Whenever equipped creature attacks, create two tapped 1/1 white Spirit creature tokens with flying. If that creature is legendary, instead create two of those tokens that are tapped and attacking. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Armaggon, Future Shark 6BB Legendary Creature -- Shark Horror Mutant Flash When Armaggon enters, destroy up to three target creatures. 9/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightspeaker 1B Creature -- Human Rebel Cleric {T}: Target player loses 1 life. {4}, {T}: Search your library for a Rebel permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightspeaker 1B Creature -- Human Rebel Cleric {T}: Target player loses 1 life. {4}, {T}: Search your library for a Rebel permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightspeaker 1B Creature -- Human Rebel Cleric {T}: Target player loses 1 life. {4}, {T}: Search your library for a Rebel permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blightspeaker

Creature -- Human Rebel Cleric

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{T}: Target player loses 1 life.
{4}, {T}: Search your library for a
Rebel permanent card with mana value
3 or less, put it onto the
battlefield, then shuffle.
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1/1

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Chromatic Lantern

Artifact

Lands you control have "{T}: Add one mana of any color."
 {T}: Add one mana of any color.

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Clever Impersonator 2UU

Creature -- Shapeshifter

You may have this creature enter as a copy of any nonland permanent on the battlefield.

0/0

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Consume Spirit

Sorcery

Spend only black mana on X.
Consume Spirit deals X damage to any
target and you gain X life.

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Counterspell

Instant

Counter target spell.

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Demon 's Horn

Artifact

Whenever a player casts a black spell, you may gain 1 life.

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Dispel

Instant

Counter target instant spell.

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Dream Beavers

Creature -- Beaver Nightmare

Flying
When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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Dream Beavers (B) Creature -- Beaver Nightmare Flying When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eject (3)(U) Instant This spell can't be countered. Return target nonland permanent to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emissary of Despair (1)(B)(B) Creature -- Spirit Flying Whenever this creature deals combat damage to a player, that player loses 1 life for each artifact they control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fight On! (2)(B) Instant Return up to two target creature cards from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 B B

Destroy all creatures you don't control. They can't be regenerated.

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① ② ③

Counter target spell. Draw a card, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

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{T}: Add {C}{C}.
{2}, {T}, Pay 1 life: Tap target
nonland permanent.
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①BB

{T}: Destroy target tapped creature.

1/1

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①②

Whenever you cast a noncreature spell, if at least four mana was spent to cast it, put a +1/+1 counter on this creature and it can't be blocked this turn.

1/3

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3 U B B

Destroy all creatures, then any number of target players each mill half their library, rounded down.

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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.

Squirrelanoids B Creature -- Squirrel Mutant Deathtouch 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squirrelanoids B Creature -- Squirrel Mutant Deathtouch 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Bahamut 9 Enchantment Creature -- Saga Dragon (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II -- Destroy up to one target nonland permanent. III -- Draw two cards. IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent. Flying 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp (T): Add B. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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The Soul Stone ①B Legendary Artifact -- Infinity Stone Indestructible {T}: Add {B}. {6}{B}, {T}, Exile a creature you control: Harness The Soul Stone. (Once harnessed, its inf ability is active.) inf -- At the beginning of your upkeep, return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troop of Ponies ② Creature -- Horse {2}, {T}, Sacrifice this creature: Search your library for up to two basic land cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underworld Dreams B B B Enchantment Whenever an opponent draws a card, this enchantment deals 1 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underworld Dreams B B B Enchantment Whenever an opponent draws a card, this enchantment deals 1 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Underworld Dreams ⓑⓑⓑ Enchantment Whenever an opponent draws a card, this enchantment deals 1 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Plan ②ⓤ Enchantment At the beginning of your end step, untap all nonland permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nighthawk ①ⓑⓑ Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampiric Link ⓑ Enchantment -- Aura Enchant creature Whenever enchanted creature deals damage, you gain that much life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archive Trap ③ⓤⓤ Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bolas's Citadel ③ⓑⓑⓑ Legendary Artifact You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. {T}, Sacrifice ten nonland permanents: Each opponent loses 10 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cancel ①ⓤⓤ Instant Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cancel ①ⓤⓤ Instant Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clone 3 U Creature -- Shapeshifter You may have this creature enter as a copy of any creature on the battlefield. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clone 3 U Creature -- Shapeshifter You may have this creature enter as a copy of any creature on the battlefield. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feral Deathgorger 5 B Creature -- Dragon Flying, deathtouch When this creature enters, exile up to two target cards from a single graveyard. [sideboard] 3/5 ----- ADVENTURE ----- Dusk Sight 1 B Sorcery -- Omen Put a +1/+1 counter on up to one target creature. Draw a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gumdrop Poisoner 2 B Creature -- Human Warlock Lifelink When this creature enters, up to one target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn. [sideboard] 3/2 ----- ADVENTURE ----- Tempt with Treats B Instant -- Adventure Create a Food token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Laboratory Maniac 2 U Creature -- Human Wizard If you would draw a card while your library has no cards in it, you win the game instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reliquary Tower Land You have no maximum hand size. {T}: Add {C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	South Wind Avatar 3 B Creature -- Snake Spirit Avatar Deathtouch Whenever another creature you control dies, you gain life equal to its toughness. Whenever you gain life, each opponent loses 1 life. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

South Wind Avatar 3 B Creature -- Snake Spirit Avatar Deathtouch Whenever another creature you control dies, you gain life equal to its toughness. Whenever you gain life, each opponent loses 1 life. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	South Wind Avatar 3 B Creature -- Snake Spirit Avatar Deathtouch Whenever another creature you control dies, you gain life equal to its toughness. Whenever you gain life, each opponent loses 1 life. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	South Wind Avatar 3 B Creature -- Snake Spirit Avatar Deathtouch Whenever another creature you control dies, you gain life equal to its toughness. Whenever you gain life, each opponent loses 1 life. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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