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| <div> <b>Agent of Treachery</b> <span>5</span><span>U</span><span>U</span> </div> <div>           Creature -- Human Rogue         </div> <div> <p>When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Agna Qel'a</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a basic land. {T}: Add {U}. {2}{U}, {T}: Draw a card, then discard a card.</p> </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                  | <div> <b>Animate Dead</b> <span>1</span><span>B</span> </div> <div>           Enchantment -- Aura         </div> <div> <p>Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0.</p> </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Archon of Cruelty</b> <span>6</span><span>B</span><span>B</span> </div> <div>           Creature -- Archon         </div> <div> <p>Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Arid Mesa</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                            | <div> <b>Ashen Rider</b> <span>4</span><span>W</span><span>W</span><span>B</span><span>B</span> </div> <div>           Creature -- Archon         </div> <div> <p>Flying When this creature enters or dies, exile target permanent.</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bloodstained Mire</b> </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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                    | <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                 |

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| <div>Careful Study</div> <div>U</div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div>Clearwater Pathway</div> <div>Card</div> <div>-----OTHER FACE-----</div> <div>Clearwater Pathway</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cling to Dust</div> <div>B</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div>Collective Brutality</div> <div>1B</div> <div>Sorcery</div> <div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)</div> <div>Choose one or more --</div> <div>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.</div> <div>* Target creature gets -2/-2 until end of turn.</div> <div>* Target opponent loses 2 life and you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Command Tower</div> <div>Land</div> <div>{T}: Add one mana of any color in your commander's color identity.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Counterspell</div> <div>UU</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   | <div>Currency Converter</div> <div>1</div> <div>Artifact</div> <div>Whenever you discard a card, you may exile that card from your graveyard. {2}, {T}: Draw a card, then discard a card.</div> <div>{T}: Put a card exiled with this artifact into its owner's graveyard. If it's a land card, create a Treasure token. If it's a nonland card, create a 2/2 black Rogue creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Damn</div> <div>BB</div> <div>Sorcery</div> <div>Destroy target creature. A creature destroyed this way can't be regenerated.</div> <div>Overload {2}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               |

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| <div> <b>Dance of the Dead</b> <span>1B</span> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature card in a graveyard</p> <p>When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Put enchanted creature card onto the battlefield tapped under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If the player does, untap that creature.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Darkslick Shores</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                            | <div> <b>Daze</b> <span>1U</span> </div> <div> Instant </div> <div> <p>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Demonic Tutor</b> <span>1B</span> </div> <div> Sorcery </div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                |
| <div> <b>Drowned Catacomb</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control an Island or a Swamp.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Exhume</b> <span>1B</span> </div> <div> Sorcery </div> <div> <p>Each player puts a creature card from their graveyard onto the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                         | <div> <b>Faithful Mending</b> <span>WU</span> </div> <div> Instant </div> <div> <p>You gain 2 life, draw two cards, then discard two cards.</p> <p>Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Fallaji Archaeologist</b> (1)(U)<br><hr/> Creature -- Human Scout<br><hr/> <p>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</p> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Fatal Push</b> (B)<br><hr/> Instant<br><hr/> <p>Destroy target creature if it has mana value 2 or less.<br/> Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        | <b>Flash</b> (1)(U)<br><hr/> Instant<br><hr/> <p>You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by {2}.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Flooded Strand</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Floodfarm Verge</b><br><hr/> Land<br><hr/> <p>{T}: Add {W}.<br/> {T}: Add {U}. Activate only if you control a Plains or an Island.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                 | <b>Flusterstorm</b> (U)<br><hr/> Instant<br><hr/> <p>Counter target instant or sorcery spell unless its controller pays {1}.<br/> Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Force Spike</b> (U)<br><hr/> Instant<br><hr/> <p>Counter target spell unless its controller pays {1}.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                               | <b>Frantic Search</b> (2)(U)<br><hr/> Instant<br><hr/> <p>Draw two cards, then discard two cards. Untap up to three lands.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        |

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| <div>Galactus, Devourer of Worlds (19)</div> <div>Legendary Creature -- Elder Alien</div> <div>Flying, trample, indestructible<br/>When Galactus enters, exile target permanent.<br/>Insatiable Hunger -- Galactus attacks an opponent with the most life among your opponents each combat if able unless you control a creature named Silver Surfer, Galactus's Herald.</div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Gitaxian Probe (UP)</div> <div>Sorcery</div> <div>({U/P} can be paid with either {U} or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Glacial Fortress</div> <div>Land</div> <div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                            | <div>Gloomlake Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                |
| <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                         | <div>Griselbrand (4BBB)</div> <div>Legendary Creature -- Demon</div> <div>Flying, lifelink<br/>Pay 7 life: Draw seven cards.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>              | <div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hoarding Broodlord (5BBB)</div> <div>Creature -- Dragon</div> <div>Convoke<br/>Flying<br/>When this creature enters, search your library for a card, exile it face down, then shuffle. For as long as that card remains exiled, you may play it.<br/>Spells you cast from exile have convoke.</div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Professor-Rex - Duel Commander (Duel Commander League)

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 5/13 - 8 cards - 2.5 x 3.5 in each

**B**

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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②③

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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Basic Land -- Island

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

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6 U

Flying, ward {3}  
Architect of Deception -- When this creature enters, draw three cards.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W B

**Flying**  
Will of the council -- When this creature enters, starting with you, each player votes for grace or condemnation. If grace gets more votes, each player returns each creature card from their graveyard to the battlefield. If condemnation gets more votes or the vote is tied, destroy all creatures other than this creature.

4/4

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① ②

Flash  
Flying  
Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.

2/1

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①②

Counter target spell unless its controller pays {3}.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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| <div> <div>Massacre</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>If an opponent controls a Plains and you control a Swamp, you may cast this spell without paying its mana cost.</p> <p>All creatures get -2/-2 until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mental Misstep</div> <div> <div>UP</div> </div> </div> <div>Instant</div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>Counter target spell with mana value 1.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>          | <div> <div>Metamorphosis Fanatic</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Human Cleric</div> <div> <p>Lifelink</p> <p>When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.</p> <p>Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                           | <div> <div>Meticulous Archive</div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                 |
| <div> <div>Mistrise Village</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control a Mountain or a Forest.</p> <p>{T}: Add {U}.</p> <p>{U}, {T}: The next spell you cast this turn can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Misty Rainforest</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Necromancy</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>You may cast this spell as though it had flash. If you cast it any time a sorcery couldn't have been cast, the controller of the permanent it becomes sacrifices it at the beginning of the next cleanup step.</p> <p>When this enchantment enters, if it's on the battlefield, it becomes an Aura with "enchant creature put onto the battlefield with Necromancy." Put target creature card from a graveyard onto the battlefield under your control and attach this enchantment to it. When this enchantment leaves the battlefield, that creature's controller sacrifices it.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Orc Archer</div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Otawara, Soaring City</div><div>Legendary Land</div><div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Overlord of the Floodpits</div><div>Enchantment Creature -- Avatar Horror</div><div><div>Impending 4--{1}{U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div></div></div><div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Overlord of the Mistmoors</div><div>Enchantment Creature -- Avatar Horror</div><div><div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div></div></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Persist</div><div>Sorcery</div><div>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</div></div><div><div>1B</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    |
| <div><div><div>Plains</div><div>Basic Land -- Plains</div><div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                         | <div><div><div>Polluted Delta</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                    | <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div></div><div><div>U</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                   | <div><div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div><div>U</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |



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| <b>Prismatic Ending</b> <span>(X)(W)</span><br><hr/> Sorcery<br><hr/> <p>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</p> | <b>Prismatic Vista</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> | <b>Profane Tutor</b><br><hr/> Sorcery<br><hr/> <p>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters 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.) Search your library for a card, put that card into your hand, then shuffle.</p> | <b>Psychic Frog</b> <span>(U)(B)</span><br><hr/> Creature -- Frog<br><hr/> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</p> <div>1/2</div> |
| <b>Scalding Tarn</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p>                                   | <b>Scrubland</b><br><hr/> Land -- Plains Swamp<br><hr/> <p>( {T}: Add {W} or {B}.)</p>                                                                                           | <b>Seachrome Coast</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</p>                                                                                                                                                                                                                                     | <b>Shadowy Backstreet</b><br><hr/> Land -- Plains Swamp<br><hr/> <p>( {T}: Add {W} or {B}.)<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.)</p>                                                                                           |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                       |

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| <div> <div>Shallow Grave</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                             | <div> <div>Show and Tell</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Snow-Covered Swamp</div> </div> <div>Basic Snow Land -- Swamp</div> <div>{T}: Add {B}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>   |
| <div> <div>Spellseeker</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Snare</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>Starting Town</div> </div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stern Scolding</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Summon: Bahamut</div> <div> <div>9</div> </div> </div> <div> <div>Enchantment Creature -- Saga Dragon</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/> I, II -- Destroy up to one target nonland permanent.<br/> III -- Draw two cards.<br/> IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.<br/> Flying</p> </div> <div> <div>9/9</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swamp</div> <div> </div> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> <div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                              | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature. Its controller gains life equal to its power.</p> </div> <div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Tainted Indulgence</div> <div> <div>UB</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</p> </div> <div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>   |
| <div> <div>Tainted Pact</div> <div> <div>1B</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</p> </div> <div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                            | <div> <div>Teferi, Time Raveler</div> <div> <div>1WU</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/> [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> </div> <div> <div>L 4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1WWW</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Troll of Khazad-dûm</b> (5)(B)<br><hr/> Creature -- Troll<br><hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Tundra</b><br><hr/> Land -- Plains Island<br><hr/> ({T}: Add {W} or {U}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Unburial Rites</b> (4)(B)<br><hr/> Sorcery<br><hr/> <p>Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Undercity Sewers</b><br><hr/> Land -- Island Swamp<br><hr/> ({T}: Add {U} or {B}.)<br>This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         |
| <b>Underground River</b><br><hr/> Land<br><hr/> ({T}: Add {C}.<br>({T}: Add {U} or {B}. This land deals 1 damage to you.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                    | <b>Underground Sea</b><br><hr/> Land -- Island Swamp<br><hr/> ({T}: Add {U} or {B}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Verdant Catacombs</b><br><hr/> Land<br><hr/> ({T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                   | <b>Wash Away</b> (U)<br><hr/> Instant<br><hr/> <p>Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Counter target spell [that wasn't cast from its owner's hand].<br/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </p> |

## Watery Grave

Land - - Island Swamp

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

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## Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wrath of the Skies (X)(W)(W)

Sorcery

You get  $X \{E\}$  (energy counters), then you may pay any amount of  $\{E\}$ . Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of  $\{E\}$  paid this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Aminatou, the Fateshifter (W)(U)(B)

Legendary Planeswalker -- Aminatou

[+1]: Draw a card, then put a card from your hand on top of your library.

[-1]: Exile another target permanent you own, then return it to the battlefield under your control.

[-6]: Choose left or right. Each player gains control of all nonland permanents other than Aminatou controlled by the next player in the chosen direction.

Aminatou, the Fateshifter can be your commander.

[sideboard]

**L 3**

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