

Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert Cenote Land -- Desert If you were the starting player, this land enters tapped. As this land enters, choose up to two colors from among cards in your hand. {T}: Add {C}. {T}: Add one mana of a chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert Cenote Land -- Desert If you were the starting player, this land enters tapped. As this land enters, choose up to two colors from among cards in your hand. {T}: Add {C}. {T}: Add one mana of a chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disturbing Mirth Enchantment When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B R

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(B)(R)

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ⓑ

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fell1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② ③

Whenever Gilded Ambusher attacks, you may sacrifice another nonland permanent. When you do, each opponent exiles a nonland, nontoken permanent they control and a random nonland card from their library, then Gilded Ambusher deals damage to them equal to the total mana value of the cards exiled this way.

4/2

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4/2

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B

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

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Jecht, Reluctant Guardian (3)(B) Legendary Creature -- Human Warrior Menace Whenever Jecht deals combat damage to a player, you may exile it, then return it to the battlefield transformed under its owner's control. 4/3 ----- BACK FACE ----- Braska's Final Aeon Legendary Enchantment Creature -- Saga Nightmare (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Jecht Beam -- Each opponent discards a card and you draw a card. III -- Ultimate Jecht Shot -- Each opponent sacrifices two creatures of their choice. Menace 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ([T]: Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run (1)(B) Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run (1)(B) Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal1B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Undying Malice B Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undying Malice B Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undying Malice B Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Villainous Wrath 3BB Sorcery Target opponent loses life equal to the number of creatures they control. Then destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Alesha's Legacy 1B Instant Target creature you control gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alesha's Legacy 1B Instant Target creature you control gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alesha's Legacy 1B Instant Target creature you control gains deathtouch and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconic Fealty B Sorcery As an additional cost to cast this spell, you may behold a Dragon. Target player discards a card with the greatest mana value among cards in their hand. If a Dragon was beheld, exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Fell 1 B Sorcery Destroy target creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Regent 3 B Creature -- Dragon Flying Ward--Discard a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Regent 3 B Creature -- Dragon Flying Ward--Discard a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
	Exude Toxin X B B Sorcery -- Omen Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exude Toxin X B B Sorcery -- Omen Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	