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| <div><div><div>Ancient Cornucopia</div><div>26</div></div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Cornucopia</div><div>26</div></div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Cornucopia</div><div>26</div></div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Authority of the Consuls</div><div>W</div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Authority of the Consuls</div><div>W</div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Authority of the Consuls</div><div>W</div></div><div>Enchantment</div><div>Creatures your opponents control enter tapped.<br/>Whenever a creature an opponent controls enters, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Blazemire Verge</div></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Blazemire Verge</div></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

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| <div><div><div><div><div><div></div><div><b>Bleachbone Verge</b></div></div><div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                             | <div><div><div><div><div><div></div><div><b>Bloomvine Regent</b></div></div><div><div>Card</div><div></div></div></div><div><div>----- OTHER FACE -----</div><div><div><b>Bloomvine Regent</b></div><div><div>Card</div><div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Bloomvine Regent</b></div></div><div><div>Card</div><div></div></div></div><div><div>----- OTHER FACE -----</div><div><div><b>Bloomvine Regent</b></div><div><div>Card</div><div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Cease</b></div></div><div><div>Instant</div><div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div></div></div></div><div><div>----- RIGHT HALF -----</div><div><div><div><b>Desist</b></div><div><div>Sorcery</div><div><div>Destroy all artifacts and enchantments.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Cease</b></div></div><div><div>Instant</div><div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div></div></div></div><div><div>----- RIGHT HALF -----</div><div><div><div><b>Desist</b></div><div><div>Sorcery</div><div><div>Destroy all artifacts and enchantments.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Concealed Courtyard</b></div></div><div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                    | <div><div><div><div><div><div></div><div><b>Concealed Courtyard</b></div></div><div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                    | <div><div><div><div><div><div></div><div><b>Day of Judgment</b></div></div><div><div>Sorcery</div><div><div>Destroy all creatures.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                                                                       |

② W W

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W W

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Esper Origins</div><div>①⑥</div></div><div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Esper Origins</div><div>①⑥</div></div><div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                               | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |
| <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Get Lost</div><div>①W</div></div><div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Get Lost</div><div>①W</div></div><div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Godless Shrine</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Inevitable Defeat</div><div><div>1</div><div>R</div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Inevitable Defeat</div><div><div>1</div><div>R</div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Inevitable Defeat</div><div><div>1</div><div>R</div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                |
| <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div><div>Lush Portico</div></div><div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Mazemind Tome②</div><div>Artifact -- Book</div><div>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Put a page counter on this artifact: Draw a card.<br/>When there are four or more page counters on this artifact, exile it.<br/>If you do, you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mazemind Tome②</div><div>Artifact -- Book</div><div>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Put a page counter on this artifact: Draw a card.<br/>When there are four or more page counters on this artifact, exile it.<br/>If you do, you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mazemind Tome②</div><div>Artifact -- Book</div><div>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{2}, {T}, Put a page counter on this artifact: Draw a card.<br/>When there are four or more page counters on this artifact, exile it.<br/>If you do, you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Restless Fortress</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shoot the Sheriff</div><div>Instant</div><div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |
| <div><div><div>Shoot the Sheriff</div><div>Instant</div><div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Shoot the Sheriff</div><div>Instant</div><div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div><div>Starting Town</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 PLAYbotbox.dev</div></div>                                  | <div><div><div>Starting Town</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 PLAYbotbox.dev</div></div> |

## Swamp

Basic Land -- Swamp

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

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## Temple of Plenty

Land

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {G} or {W}.

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## Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} or {G}.)  
 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

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{T}: Add {G}.
{T}: Add {B}. Activate only if you
control a Swamp or a Forest.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Instant

Choose one --

- \* Attack -- Create a 2/2 white Knight creature token.
- \* Ability -- Target creature gets +0/+4 until end of turn.
- \* Magic -- Destroy target creature with power 4 or greater.
- \* Item -- You gain 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

① ② W

Instant

Choose one --

- \* Attack -- Create a 2/2 white Knight creature token.
- \* Ability -- Target creature gets +0/+4 until end of turn.
- \* Magic -- Destroy target creature with power 4 or greater.
- \* Item -- You gain 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

3 B B

Creature -- Vampire Knight

Flying, deathtouch  
Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Creature -- Vampire Knight

Flying, deathtouch  
Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X B B

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X B B

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Ward--Discard a card.

4/4

X B B

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

3 B

Ward--Discard a card.

4/4

X B B

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

W B G

When this creature enters, each opponent loses 2 life and you gain 2 life.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W B G

When this creature enters, each opponent loses 2 life and you gain 2 life.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W B G

When this creature enters, each opponent loses 2 life and you gain 2 life.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

When you cast this spell, exile up to one target permanent that's one or more colors.

Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.

[+2]: You gain 3 life and draw a card.

[0]: Add {C}{C}{C}.

[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Ugin, Eye of the Storms 7</div> <div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>When you cast this spell, exile up to one target permanent that's one or more colors.</p> <p>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</p> <p>[+2]: You gain 3 life and draw a card.</p> <p>[0]: Add {C}{C}{C}.</p> <p>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</p> <div>[sideboard]</div> <div>L 7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unholy Annex 2B</div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> <div>[sideboard]</div> </div> </div> <div> <div>RIGHT HALF</div> <div> <div>Ritual Chamber 3BB</div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Unholy Annex 2B</div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> <div>[sideboard]</div> </div> </div> <div> <div>RIGHT HALF</div> <div> <div>Ritual Chamber 3BB</div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |  |
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