

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	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collector's Vault Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} 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	Etali, Primal Conqueror Card -----OTHER FACE----- Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali, Primal Conqueror Card -----OTHER FACE----- Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etali, Primal Conqueror

Card

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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.

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Forest

Basic Land -- Forest

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

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Gishath, Sun's Avatar 5RGGW Legendary Creature -- Dinosaur Avatar Vigilance, trample, haste Whenever Gishath deals combat damage to a player, reveal that many cards from the top of your library. Put any number of Dinosaur creature cards from among them onto the battlefield and the rest on the bottom of your library in a random order. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Ergamon RG Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, create a Treasure token. Then you may discard a card. If you do, draw a card. D 5 ----- BACK FACE Truga Cliffcharger Creature -- Rhino Trample When this creature enters, you may discard a card. If you do, search your library for a land or battle card, reveal it, put it into your hand, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Ergamon RG Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, create a Treasure token. Then you may discard a card. If you do, draw a card. D 5 ----- BACK FACE Truga Cliffcharger Creature -- Rhino Trample When this creature enters, you may discard a card. If you do, search your library for a land or battle card, reveal it, put it into your hand, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Ergamon RG Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, create a Treasure token. Then you may discard a card. If you do, draw a card. D 5 ----- BACK FACE Truga Cliffcharger Creature -- Rhino Trample When this creature enters, you may discard a card. If you do, search your library for a land or battle card, reveal it, put it into your hand, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakdos Joins Up3BR Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakdos Joins Up3BR Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakdos Joins Up3BR Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Seize the Spoils (2)(R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")	Seize the Spoils (2)(R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")	Swamp Basic Land -- Swamp ({T}: Add {B}.)	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest.
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Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (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.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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