

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Desert

This land enters tapped. When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

{T}: Add {C}{C}.

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① R

Enchantment

When this enchantment enters, you may discard a card. If you do, draw two cards.

{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.

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① B

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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① ② B

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

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Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonehoard Dracosaur 3RR Creature -- Dinosaur Dragon Flying, first strike At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonehoard Dracosaur 3RR Creature -- Dinosaur Dragon Flying, first strike At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breach the Multiverse 5BB Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Breach the Multiverse 5BB Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Capricious Hellraiser 3RRR Creature -- Phyrexian Dragon This spell costs {3} less to cast if you have nine or more cards in your graveyard. Flying When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Capricious Hellraiser 3RRR Creature -- Phyrexian Dragon This spell costs {3} less to cast if you have nine or more cards in your graveyard. Flying When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Capricious Hellraiser 3RRR Creature -- Phyrexian Dragon This spell costs {3} less to cast if you have nine or more cards in your graveyard. Flying When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Capricious Hellraiser 3RRR Creature -- Phyrexian Dragon This spell costs {3} less to cast if you have nine or more cards in your graveyard. Flying When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost. 4/4 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
Chandra, Hope's Beacon 4RR Legendary Planeswalker -- Chandra Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn. [+2]: Add two mana in any combination of colors. [+1]: Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards. [-X]: Chandra deals X damage to each of up to two targets. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel 1R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel 1R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel 1R Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. 4/4 Expensive Taste Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decadent Dragon Creature -- Dragon Flying, trample Whenever this creature attacks, create a Treasure token. 4/4 Expensive Taste Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gix's Command Sorcery Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Tarkir 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, reveal any number of Dragon cards from your hand. When you do, this Siege deals X plus 2 damage to any other target, where X is the number of cards revealed this way. (X can be 0.) D 5 Defiant Thundermaw Creature -- Dragon Flying, trample Whenever a Dragon you control attacks, it deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Tarkir 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, reveal any number of Dragon cards from your hand. When you do, this Siege deals X plus 2 damage to any other target, where X is the number of cards revealed this way. (X can be 0.) D 5 Defiant Thundermaw Creature -- Dragon Flying, trample Whenever a Dragon you control attacks, it deals 2 damage to any target. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)

creature's power.

7/5

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2 B

Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

2/4

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2 B

Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

2/4

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When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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Whenever this land attacks, you may discard a card. If you do, draw a card.

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① B

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

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① ②

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

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2 B B

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Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
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4/5

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Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. 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 Cruelty of Gix 3B B Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card. II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life. III -- Put target creature card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Cruelty of Gix 3B B Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card. II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life. III -- Put target creature card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vein Ripper 3B B B Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence 5B B Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agatha's Soul Cauldron 2 Legendary Artifact You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Cover-Up 3B B Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decadent Dragon 2 R R Creature -- Dragon Flying, trample Whenever this creature attacks, create a Treasure token. [sideboard] 4/4 Expensive Taste 2 B Instant -- Adventure Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana of the Veil 1 B B Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2 B B Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg Scavengers 2 B Creature -- Spirit Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature. This creature has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev		