

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bladewing the Risen 3B B R R Legendary Creature -- Zombie Dragon Flying When Bladewing enters, you may return target Dragon permanent card from your graveyard to the battlefield. {B}{R}: Dragon creatures get +1/+1 until end of turn. 4/4 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
Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Initiate 1 B Creature -- Human Warlock Discard a card: This creature gains lifelink until end of turn. Threshold -- This creature gets +1/+2 as long as there are seven or more cards in your graveyard. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clearwater Pathway Land {T}: Add {U}. ----- BACK FACE ----- Murkwater Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Compelling Argument 1U Sorcery Target player mills five cards. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Currency Converter 1 Artifact Whenever you discard a card, you may exile that card from your graveyard. {2}, {T}: Draw a card, then discard a card. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Darigaaz Reincarnated 4BRG Legendary Creature -- Dragon Flying, trample, haste If Darigaaz would die, instead exile it with three egg counters on it. At the beginning of your upkeep, if this card is exiled with an egg counter on it, remove an egg counter from it. Then if this card has no egg counters on it, return it to the battlefield. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon's Approach 2R Sorcery Dragon's Approach deals 3 damage to each opponent. You may exile Dragon's Approach and four cards named Dragon's Approach from your graveyard. If you do, search your library for a Dragon creature card, put it onto the battlefield, then shuffle. A deck can have any number of cards named Dragon's Approach. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon's Approach 2R Sorcery Dragon's Approach deals 3 damage to each opponent. You may exile Dragon's Approach and four cards named Dragon's Approach from your graveyard. If you do, search your library for a Dragon creature card, put it onto the battlefield, then shuffle. A deck can have any number of cards named Dragon's Approach. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon's Approach 2R Sorcery Dragon's Approach deals 3 damage to each opponent. You may exile Dragon's Approach and four cards named Dragon's Approach from your graveyard. If you do, search your library for a Dragon creature card, put it onto the battlefield, then shuffle. A deck can have any number of cards named Dragon's Approach. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Faithless Looting R Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Founding the Third Path 1U 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 -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost. II -- Target player mills four cards. III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghostly Pilferer 1U Creature -- Spirit Rogue Whenever this creature becomes untapped, you may pay {2}. If you do, draw a card. Whenever an opponent casts a spell from anywhere other than their hand, draw a card. Discard a card: This creature can't be blocked this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Glimpse the Unthinkable UB Sorcery Target player mills ten cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ipnu Rivulet Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {U}. {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards. (They put the top four cards of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Juggle the Performance 1BR Sorcery Each player discards their hand, then conjures a duplicate of each of seven random cards from the library of the player to their right into their hand. The duplicates perpetually gain "Mana of any type can be spent to cast this spell." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Secretkeeper U Creature -- Merfolk Wizard 0/4 --- ADVENTURE --- Venture Deeper U Sorcery -- Adventure Target player mills four cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Whenever a permanent becomes untapped, that permanent's controller mills a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Target player mills three cards.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Discard a card: This creature gains flying until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {U}.
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quag Feast Sorcery Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raucous Theater Land -- Swamp Mountain (T): Add {B} or {R}.) 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 PLAYbotbox.dev	Ripples of Undeath Enchantment At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Steam Vents Land -- Island Mountain ({T}): Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stillness in Motion 1U Enchantment At the beginning of your upkeep, mill three cards. Then if your library has no cards in it, exile this enchantment and put five cards from your graveyard on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taigam's Scheming 1U Sorcery Surveil 5. (Look at the top five cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo Meets the Story Circle ①①U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn. II -- Discard any number of cards, then investigate twice for each card discarded this way. III -- Shuffle up to three target cards from your graveyard into your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Flame of Keld ①①R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Discard your hand. II -- Draw two cards. III -- If a red source you control would deal damage to a permanent or player this turn, it deals that much damage plus 2 to that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Throne of the Grim Captain ② Legendary Artifact {T}: Mill two cards. Craft with a Dinosaur, a Merfolk, a Pirate, and a Vampire {4} ({4}, Exile this artifact, Exile the four from among permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) ----- BACK FACE ----- The Grim Captain Legendary Creature -- Skeleton Spirit Pirate Menace, trample, lifelink, hexproof Whenever The Grim Captain attacks, each opponent sacrifices a nonland permanent of their choice. Then you may put an exiled creature card used to craft The Grim Captain onto the battlefield under your control tapped and attacking. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) 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 PLAYbotbox.dev
Tome Scour ①U Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) 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 PLAYbotbox.dev	Ureni, the Song Unending ⑤⑥④U①R Legendary Creature -- Spirit Dragon Flying, protection from white and from black When Ureni enters, it deals X damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control, where X is the number of lands you control. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Velomachus Lorehold ⑤③R①W Legendary Creature -- Elder Dragon Flying, vigilance, haste Whenever Velomachus Lorehold attacks, look at the top seven cards of your library. You may cast an instant or sorcery spell with mana value less than or equal to Velomachus Lorehold's power from among them without paying its mana cost. Put the rest on the bottom of your library in a random order. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation1B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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