

Anowon, the Ruin Thief ②④⑥ Legendary Creature -- Vampire Rogue Other Rogues you control get +1/+1. Whenever one or more Rogues you control deal combat damage to a player, that player mills a card for each 1 damage dealt to them. If the player mills at least one creature card this way, you draw a card. (To mill a card, a player puts the top card of their library into their graveyard.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anowon, the Ruin Thief ②④⑥ Legendary Creature -- Vampire Rogue Other Rogues you control get +1/+1. Whenever one or more Rogues you control deal combat damage to a player, that player mills a card for each 1 damage dealt to them. If the player mills at least one creature card this way, you draw a card. (To mill a card, a player puts the top card of their library into their graveyard.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anowon, the Ruin Thief ②④⑥ Legendary Creature -- Vampire Rogue Other Rogues you control get +1/+1. Whenever one or more Rogues you control deal combat damage to a player, that player mills a card for each 1 damage dealt to them. If the player mills at least one creature card this way, you draw a card. (To mill a card, a player puts the top card of their library into their graveyard.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anowon, the Ruin Thief ②④⑥ Legendary Creature -- Vampire Rogue Other Rogues you control get +1/+1. Whenever one or more Rogues you control deal combat damage to a player, that player mills a card for each 1 damage dealt to them. If the player mills at least one creature card this way, you draw a card. (To mill a card, a player puts the top card of their library into their graveyard.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Butch DeLoria, Tunnel Snake ①⑥ Legendary Creature -- Human Rogue Menace (This creature can't be blocked except by two or more creatures.) Tunnel Snakes Rule! -- Whenever Butch DeLoria attacks, it gets +1/+1 until end of turn for each other Rogue and/or Snake you control. {1}{B}: Put a menace counter on another target creature. It becomes a Rogue in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Butch DeLoria, Tunnel Snake ①⑥ Legendary Creature -- Human Rogue Menace (This creature can't be blocked except by two or more creatures.) Tunnel Snakes Rule! -- Whenever Butch DeLoria attacks, it gets +1/+1 until end of turn for each other Rogue and/or Snake you control. {1}{B}: Put a menace counter on another target creature. It becomes a Rogue in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Butch DeLoria, Tunnel Snake ①⑥ Legendary Creature -- Human Rogue Menace (This creature can't be blocked except by two or more creatures.) Tunnel Snakes Rule! -- Whenever Butch DeLoria attacks, it gets +1/+1 until end of turn for each other Rogue and/or Snake you control. {1}{B}: Put a menace counter on another target creature. It becomes a Rogue in addition to its other types. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Butch DeLoria, Tunnel Snake ①⑥ Legendary Creature -- Human Rogue Menace (This creature can't be blocked except by two or more creatures.) Tunnel Snakes Rule! -- Whenever Butch DeLoria attacks, it gets +1/+1 until end of turn for each other Rogue and/or Snake you control. {1}{B}: Put a menace counter on another target creature. It becomes a Rogue in addition to its other types. 2/2 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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Dovin's Veto W U Instant This spell can't be countered. Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto W U Instant This spell can't be countered. Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3 U U Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3 U U Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Invisible Stalker

① ②

Creature -- Human Rogue

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked.

1/1

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Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maddening Cacophony

①②

Sorcery

Kicker {3}{U}
Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up.

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Merfolk Windrobber

U

Creature -- Merfolk Rogue

Flying
Whenever this creature deals combat damage to a player, that player mills a card. (They put the top card of their library into their graveyard.)
Sacrifice this creature: Draw a card. Activate only if an opponent has eight or more cards in their graveyard.

1/1

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Plains Basic Land -- Plains ({T}): Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta 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 PLAYbotbox.dev	Polluted Delta 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 PLAYbotbox.dev	rubà pensieri volteggiante (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	da spade a spighe (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Voidwalker BB Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Permission Denied W U Instant Counter target noncreature spell. Your opponents can't cast noncreature spells this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Permission Denied W U Instant Counter target noncreature spell. Your opponents can't cast noncreature spells this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi's Protection 2 W Instant Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.) Exile Teferi's Protection. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi's Protection 2 W Instant Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.) Exile Teferi's Protection. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

6 W W

This spell costs {1} less to cast
for each creature on the
battlefield.
Destroy all creatures.

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