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| <div> <b>Agadeem's Awakening</b> <span>(X)(B)(B)(B)</span> </div> <div>Sorcery</div> <div> Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <b>Agadeem, the Undercrypt</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                              | <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                              | <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                              |
| <div> <b>Balustrade Spy</b> <span>(3)(B)</span> </div> <div>Creature -- Vampire Rogue</div> <div> Flying<br/> When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                    | <div> <b>Boggart Trawler</b> <span>(2)(B)</span> </div> <div>Creature -- Goblin</div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <b>Boggart Bog</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Boggart Trawler</b> <span>(2)(B)</span> </div> <div>Creature -- Goblin</div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <b>Boggart Bog</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Boggart Trawler</b> <span>(2)(B)</span> </div> <div>Creature -- Goblin</div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <b>Boggart Bog</b> </div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

2 B

When this creature enters, exile target player's graveyard.

3/1

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

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BBB

Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.

When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.

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**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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**B**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                               |
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| <div> <b>Dark Ritual</b> <span>(B)</span> </div> <hr/> <div> Instant </div> <hr/> <div> Add {B}{B}{B}. </div> <div> <div>3/3</div> <div> <div> </div> <div> </div> </div> </div> <hr/> <div> <b>Garden of Freyalise</b> </div> <hr/> <div> Land </div> <hr/> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Disciple of Freyalise</b> <span>(3)(G)(G)(G)</span> </div> <hr/> <div> Creature -- Elf Druid </div> <hr/> <div> When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. </div> <div> <div>3/3</div> <div> <div> </div> <div> </div> </div> </div> <hr/> <div> <b>Garden of Freyalise</b> </div> <hr/> <div> Land </div> <hr/> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dread Return</b> <span>(2)(B)(B)</span> </div> <hr/> <div> Sorcery </div> <hr/> <div> Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Elvish Spirit Guide</b> <span>(2)(G)</span> </div> <hr/> <div> Creature -- Elf Spirit </div> <hr/> <div> Exile this card from your hand: Add {G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Elvish Spirit Guide</b> <span>(2)(G)</span> </div> <hr/> <div> Creature -- Elf Spirit </div> <hr/> <div> Exile this card from your hand: Add {G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                | <div> <b>Elvish Spirit Guide</b> <span>(2)(G)</span> </div> <hr/> <div> Creature -- Elf Spirit </div> <hr/> <div> Exile this card from your hand: Add {G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                | <div> <b>Elvish Spirit Guide</b> <span>(2)(G)</span> </div> <hr/> <div> Creature -- Elf Spirit </div> <hr/> <div> Exile this card from your hand: Add {G}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                   | <div> <b>Fell the Profane</b> <span>(2)(B)(B)</span> </div> <hr/> <div> Instant </div> <hr/> <div> Destroy target creature or planeswalker. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Fell the Profane</div><div>②BB</div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div></div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div><div>Fell the Profane</div><div>②BB</div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div></div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fell the Profane</div><div>②BB</div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div></div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Jack-o'-Lantern</div><div>①</div></div> <div>Artifact</div> <div>{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card. {1}, Exile this card from your graveyard: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Lively Dirge</div><div>①B</div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               |

## ①

{T}, Sacrifice this artifact: Add one mana of any color.

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① ②

Target player shuffles up to three target cards from their graveyard into their library.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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① ②

**Flying**  
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

Counter target spell.  
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

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## ①

Counter target spell.  
At the beginning of your next  
upkeep, pay {3}{U}{U}. If you don't,  
you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

Counter target spell.  
At the beginning of your next upkeep, pay  $\{3\}\{U\}\{U\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

Counter target spell.  
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

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2 B

Deathtouch  
Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.

3/1

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| <b>Poxwalkers</b> (2)(B)<br>Creature -- Zombie<br><hr/> Deathtouch<br>Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.<br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Reanimate</b> (B)<br>Sorcery<br><hr/> Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                | <b>Reanimate</b> (B)<br>Sorcery<br><hr/> Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br><hr/> Exile this card from your hand: Add {R}.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                     |
| <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br><hr/> Exile this card from your hand: Add {R}.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <b>Thassa's Oracle</b> (U)(U)<br>Creature -- Merfolk Wizard<br><hr/> When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thoughtseize</b> (B)<br>Sorcery<br><hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>          | <b>Thoughtseize</b> (B)<br>Sorcery<br><hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

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② ③

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

You may exile a black card from your hand rather than pay this spell's mana cost.  
Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

You may exile a black card from your hand rather than pay this spell's mana cost.  
Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

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| <div><div><div>Unmask</div><div>3B</div></div><div>Sorcery</div><div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Unmask</div><div>3B</div></div><div>Sorcery</div><div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Witch Enchanter</div><div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><div>Witch Enchanter</div><div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 |
| <div><div><div>Witch Enchanter</div><div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Dread Return</div><div>2BB</div></div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of Sanctity</div><div>2WW</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Leyline of Sanctity (2)(W)(W)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Serenity (1)(W)</div><div>Enchantment</div><div>At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div>Serenity (1)(W)</div><div>Enchantment</div><div>At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div>Static Prison (W)</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).<br/>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |
| <div><div>Static Prison (W)</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).<br/>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Static Prison (W)</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).<br/>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Static Prison (W)</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).<br/>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Surgical Extraction (BP)</div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

BP

( $\{B/P\}$  can be paid with either  $\{B\}$  or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

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BP

( $\{B/P\}$  can be paid with either  $\{B\}$  or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

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① ② W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev