

Abraded Bluffs

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

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Avengers Disassembled (1)(R)(R)

Sorcery

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Choose one or both --
* Avengers Disassembled deals 3
damage to each creature.
* Destroy target land. Its
controller may search their library
for a basic land card, put it onto
the battlefield tapped, then
shuffle.
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Avengers Disassembled (1)(R)(R)

Sorcery

Choose one or both --

- * Avengers Disassembled deals 3 damage to each creature.
- * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Banishing Light (2)(W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

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Bejeweled Warq (1)(G)

Creature -- Wolf

Trample
Whenever this creature deals combat damage to a player, choose one --

- * Put a +1/+1 counter on target Wolf you control.
- * Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

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Beorn's Hospitality 1 G

Enchantment

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. {5}{6}{6}: This enchantment becomes a Bear creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lands you control." (This effect doesn't end.)

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Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance 2 R R Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cinder Glade Land -- Mountain Forest ({T}): Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cleansing Wildfire 1 R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cleansing Wildfire 1 R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cleansing Wildfire 1 R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cleansing Wildfire 1 R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmic Cube 5 Artifact Ward {2} Whenever you attack, look at the top six cards of your library. You may cast a spell from among them with mana value less than or equal to the greatest power among attacking creatures you control without paying its mana cost. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deflecting Palm R W Instant The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller. 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
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	Dwalin, Weaponmaster 1 R/W Legendary Creature -- Dwarf Warrior First strike Whenever Dwalin enters or attacks, put a hone counter on each Equipment you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galvanic Discharge Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galvanic Discharge Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ghost Vacuum 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glamdring, Foe-hammer Legendary Artifact -- Equipment Instant and sorcery spells you cast cost {X} less to cast, where X is equipped creature's power. Equip {2} ----- ADVENTURE ----- Gleam of Death Sorcery -- Adventure Mill six cards, then put all instant and sorcery cards from among them into your hand. (Then exile this card. You may cast the artifact later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleaming Splendor Enchantment Whenever an opponent draws their second card each turn, you create a Treasure token. {2}{W}: Two target players each draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Plate Mail Artifact -- Equipment When this Equipment enters, amass Goblins 1, then attach this Equipment to the amassed Army. (To amass Goblins 1, put a +1/+1 counter on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.) Equipped creature gets +1/+0 and has menace. Equip {4} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hawkeye, Master Marksman (1)(R) Legendary Creature -- Human Archer Hero Reach, first strike Trick Arrows -- Whenever Hawkeye becomes tapped, you may pay {1} up to three times. When you do, choose up to that many -- * Net -- Target creature can't block this turn. * Explosive -- Hawkeye deals 2 damage to target player. * Boomerang -- Discard a card, then draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hawkeye's Bow (R) Artifact -- Equipment Equipped creature gets +1/+0 and has reach. Whenever equipped creature becomes tapped, it deals 1 damage to each opponent. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Noon (1)(W) Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Noon (1)(W) Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitsa, Otterball Elite (1)(U) Legendary Creature -- Otter Wizard Vigilance Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) {T}: Draw a card, then discard a card. {2}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy. Activate only if Kitsa's power is 3 or greater. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lorehold Charm (R)(W) Instant Choose one -- * Each opponent sacrifices a nontoken artifact of their choice. * Return target artifact or creature card with mana value 2 or less from your graveyard to the battlefield. * Creatures you control get +1/+1 and gain trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Machinesmith Automaton (2)(R) Artifact Creature -- Robot Villain Trample Whenever another artifact you control enters, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Most Decrepit Old Bird (U) Creature -- Bird Flying Threshold -- This creature gets +1/+1 as long as there are seven or more cards in your graveyard. 1/1 ----- ADVENTURE ----- Speak Secrets (1)(U) Sorcery -- Adventure Mill four cards, then put an instant or sorcery card from among them into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Opt (U) Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant (W) Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Price of Freedom Sorcery -- Lesson Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Price of Freedom Sorcery -- Lesson Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyretic Ritual Instant Add {R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Resonating Lute 2UR Artifact Lands you control have "{T}: Add two mana of any one color. Spend this mana only to cast instant and sorcery spells." {T}: Draw a card. Activate only if you have seven or more cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ring of the Lucii 4 Legendary Artifact {T}: Add {C}{C}. {2}, {T}, Pay 1 life: Tap target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sabotender 1R Creature -- Plant Reach Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surgical Extraction BP Instant {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Legend of Roku 2RR Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. BACK FACE Avatar Roku Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Roku 2RR Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. BACK FACE Avatar Roku Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Misty Mountains Cold 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Ten Rings 8 Legendary Artifact Your maximum hand size is ten. At the beginning of your end step, if you have fewer than ten cards in hand, draw cards equal to the difference. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Vision 4 Legendary Artifact Creature -- Robot Hero Flying, vigilance Whenever you cast a noncreature spell, choose one that hasn't been chosen this turn -- * Solar Beam -- The Vision gains double strike until end of turn. * Density Control -- The Vision gains indestructible until end of turn. * Technopathy -- Draw a card. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Training Compound Land {T}: Add {C}. {T}: Add {R} or {G}. Activate only if this land entered this turn or if you control a basic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	War Machine, Legacy of Iron 2RW Legendary Artifact Creature -- Human Hero Flying At the beginning of combat on your turn, another target creature you control gets +X/+0 until end of turn, where X is War Machine's power. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wear 1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) Tear W Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev RIGHT HALF	Well-Worn Spatula 1 Artifact -- Equipment When this Equipment enters, you gain 2 life. Equipped creature gets +1/+1. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of God 2WW Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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