Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

An Offer You Can't Refuse {U}

Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archmage Emeritus {2}{U}{U}

Creature -- Human Wizard

Magecraft -- Whenever you cast or copy an instant or sorcery spell, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Ashling, Flame Dancer {2}{R}{R}

Legendary Creature -- Elemental Shaman

You don't lose unspent red mana as steps and phases end.
Magecraft -- Whenever you cast or copy an instant or sorcery spell, discard a card, then draw a card. If this is the second time this ability has resolved this turn, Ashling deals 2 damage to each opponent and each creature they control. If it's the third time, add {R}{R}{R}{R}.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birgi, God of Storytelling {2}{R}

Legendary Creature -- God

Whenever you cast a spell, add {R}. Until end of turn, you don't lose this mana as steps and phases end.
Creatures you control can boast twice during each of your turns rather than once.

3/3

- - - BACK FACE - - -

Harnfel, Horn of Bounty {4}{R}

Legendary Artifact

Discard a card: Exile the top two cards of your library. You may play those cards this turn.

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

Borne Upon a Wind {1}{U}

Instant

You may cast spells this turn as though they had flash.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Brain Freeze (1)(U)

Instant

Target player mills three cards.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consider (U)

Instant

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crash Through (R)

Sorcery

Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deflecting Swat (2)(R)

Instant

If you control a commander, you may cast this spell without paying its mana cost.
You may choose new targets for target spell or ability.

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Desperate Ritual {1}{R}

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dualcaster Mage {1}{R}{R}

Creature -- Human Wizard

Flash
When this creature enters, copy target instant or sorcery spell. You may choose new targets for the copy.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Electro, Assaulting Battery {1}{R}{R}

Legendary Creature -- Human Villain

Flying
You don't lose unspent red mana as steps and phases end.
Whenever you cast an instant or sorcery spell, add {R}.
When Electro leaves the battlefield, you may pay {X}. When you do, he deals X damage to target player.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emergence Zone

Land

{T}: Add {C}.
{1}, {T}, Sacrifice this land: You may cast spells this turn as though they had flash.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedite {R}

Instant

Target creature gains haste until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fierce Guardianship {2}{U}

Instant

If you control a commander, you may cast this spell without paying its mana cost.
Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Islet

Land

{T}, Pay 1 life: Add {U} or {R}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Final Fortune {R}{R}

Instant

Take an extra turn after this one.
At the beginning of that turn's end step, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Flusterstorm (U)

Instant

Counter target instant or sorcery spell unless its controller pays {1}.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gamble (R)

Sorcery

Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe (UP)

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

_____ Goblin (2)(R)

Creature -- Goblin Guest

When this creature enters, you may put a name sticker on it. Add {R} for each unique vowel on that sticker. (The vowels are A, E, I, O, U, and Y.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gut Shot (RP)

Instant

({R/P} can be paid with either {R} or 2 life.)
Gut Shot deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonic Prodigy (1)(R)

Creature -- Human Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
If a triggered ability of a Shaman or another Wizard you control triggers, that ability triggers an additional time.

1/3

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Heroes' Hangout (R)

Sorcery

Choose one --
* Date Night -- Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
* Patrol Night -- One or two target creatures each get +1/+0 and gain first strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher (1)(R)

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impolite Entrance (R)

Sorcery

Target creature gains trample and haste until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irma, Part-Time Mutant (2)(U)

Legendary Creature -- Human Mutant Shapeshifter

At the beginning of combat on your turn, Irma becomes a copy of up to one other target creature you control, except her name is Irma, Part-Time Mutant and she has this ability. Then put a +1/+1 counter on her.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeska's Will (2)(R)

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krark, the Thumbless (1)(R)

Legendary Creature -- Goblin Wizard

Whenever you cast an instant or sorcery spell, flip a coin. If you lose the flip, return that spell to its owner's hand. If you win the flip, copy that spell, and you may choose new targets for the copy.
Partner (You can have two commanders if both have partner.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Light Up the Stage (2)(R)

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion's Eye Diamond (0)

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Vault (1)

Artifact

This artifact doesn't untap during your untap step.
At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.
At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.
{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Misstep (UP)

Instant

({U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Might of the Meek (R)

Instant

Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap (2)(U)(U)

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

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Misty Rainforest

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

Mogg Salvage (2)(R)

Instant

If an opponent controls an Island and you control a Mountain, you may cast this spell without paying its mana cost.
Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Duplication (1)(R)

Sorcery

Create a token that's a copy of target artifact or creature you control, except it's an artifact in addition to its other types. It gains haste until end of turn. Sacrifice it at the beginning of the next end step.

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

Mox Amber (0)

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Opal (0)

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muse Seeker (1)(U)

Creature -- Elf Wizard

Opus -- Whenever you cast an instant or sorcery spell, draw a card. Then discard a card unless five or more mana was spent to cast that spell.

1/2

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Mystical Tutor {U}

Instant

Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Remora {U}

Enchantment

Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays {4}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

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

Overmaster {R}

Sorcery

The next instant or sorcery spell you cast this turn can't be countered.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pact of Negation {0}

Instant

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

Phyrexian Metamorph {3}{UP}

Artifact Creature -- Phyrexian Shapeshifter

({U/P} can be paid with either {U} or 2 life.)
You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Monk {3}{R}{R}

Creature -- Djinn Monk

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, return target instant or sorcery card from your graveyard to your hand.

2/2

- - - BACK FACE - - -

Mystic Peak

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Pyretic Ritual {1}{R}

Instant

Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Legends {3}

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return the Favor {R}{R}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.
+ {1} -- Change the target of target spell or ability with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhystic Study {2}{U}

Enchantment

Whenever an opponent casts a spell, you may draw a card unless that player pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

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Ruby Medallion {2}

Artifact

Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakashima of a Thousand Faces {3}{U}

Legendary Creature -- Human Rogue

You may have Sakashima enter as a copy of another creature you control, except it has Sakashima's other abilities.
The "legend rule" doesn't apply to permanents you control.
Partner (You can have two commanders if both have partner.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Shatterskull Smashing {X}{R}{R}

Sorcery

Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.

- - - BACK FACE - - -

Shatterskull, the Hammer Pass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sink into Stupor {1}{U}{U}

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 PLAY botbox.dev

Sol Ring {1}

Artifact

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

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Spellseeker {2}{U}

Creature -- Human Wizard

When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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

Step Through {3}{U}{U}

Sorcery

Return two target creatures to their owners' hands.
Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm-Kiln Artist {3}{R}

Creature -- Dwarf Shaman

This creature gets +1/+0 for each artifact you control.
Magecraft -- Whenever you cast or copy an instant or sorcery spell, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strike It Rich {R}

Sorcery

Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Submerge {4}{U}

Instant

If an opponent controls a Forest and you control an Island, you may cast this spell without paying its mana cost.
Put target creature on top of its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tavern Scoundrel {1}{R}

Creature -- Human Rogue

Whenever you win a coin flip, create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")
{1}, {T}, Sacrifice another permanent: Flip a coin.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

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Tibalt's Trickery {1}{R}

Instant

Counter target spell. Choose 1, 2, or 3 at random. Its controller mills that many cards, then exiles cards from the top of their library until they exile a nonland card with a different name than that spell. They may cast that card without paying its mana cost. Then they put the exiled cards on the bottom of their library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Training Center

Land

This land enters tapped unless you have two or more opponents.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treasonous Ogre {3}{R}

Creature -- Ogre Shaman

Dethrone (Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)
Pay 3 life: Add {R}.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Breach {1}{R}

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)
At the beginning of the end step, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urabrask {2}{R}{R}

Legendary Creature -- Phyrexian Praetor

First strike
Whenever you cast an instant or sorcery spell, Urabrask deals 1 damage to target opponent. Add {R}.
{R}: Exile Urabrask, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery and only if you've cast three or more instant and/or sorcery spells this turn.

4/4

- - - BACK FACE - - -

The Great Work

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- This Saga deals 3 damage to target opponent and each creature they control.
II -- Create three Treasure tokens.
III -- Until end of turn, you may cast instant and sorcery spells from any graveyard. If a spell cast this way would be put into a graveyard, exile it instead. Exile this Saga, then return it to the battlefield (front face up).

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Floodcaller {2}{U}

Creature -- Otter Wizard

Flash
You may cast noncreature spells as though they had flash.
Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.

2/2

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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.

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Veyran, Voice of Duality {1}{U}{R}

Legendary Creature -- Efreet Wizard

Magecraft -- Whenever you cast or copy an instant or sorcery spell, Veyran gets +1/+1 until end of turn.
If you casting or copying an instant or sorcery spell causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

2/2

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Vivi Ornitier {1}{U}{R}

Legendary Creature -- Wizard

{0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.
Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.

0/3

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Wan Shi Tong, Librarian {X}{U}{U}

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

1/1

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Wizard's Staff {1}{U}

Artifact -- Equipment

Equipped creature has prowess. (Whenever its controller casts a noncreature spell, that creature gets +1/+1 until end of turn.)
If a triggered ability of equipped creature triggers, that ability triggers an additional time.
Equip Wizard {1}
Equip {3}

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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.

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Ancestral Hot Dog Minotaur

Stickers

{TK}{TK} -- Afflict 2 (Whenever this creature becomes blocked, defending player loses 2 life.)
{TK}{TK}{TK} -- Flying
{TK}{TK} -- 1/4
{TK}{TK}{TK}{TK}{TK} -- 8/6

[sideboard]

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Eldrazi Guacamole Tightrope

Stickers

{TK}{TK} -- Haste
{TK}{TK}{TK}{TK}{TK} -- You may cast this card from your graveyard by paying 2 life in addition to paying its other costs.
{TK}{TK} -- 1/4
{TK}{TK}{TK} -- 5/3

[sideboard]

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Krark, the Thumbless {1}{R}

Legendary Creature -- Goblin Wizard

Whenever you cast an instant or sorcery spell, flip a coin. If you lose the flip, return that spell to its owner's hand. If you win the flip, copy that spell, and you may choose new targets for the copy.
Partner (You can have two commanders if both have partner.)

[sideboard]

2/2

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Misunderstood Trapeze Elf

Stickers

{TK}{TK} -- Whenever you cast a spell, this creature gets +X/+X until end of turn, where X is the amount of generic mana in that spell's mana cost.
{TK}{TK}{TK} -- Hexproof
{TK}{TK} -- 4/2
{TK}{TK}{TK}{TK} -- 6/6

[sideboard]

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Narrow-Minded Baloney Fireworks

Stickers

{TK}{TK} -- Whenever this creature attacks, you gain 2 life.
{TK}{TK}{TK} -- Vigilance, reach
{TK}{TK} -- 2/4
{TK}{TK}{TK}{TK}{TK} -- 7/7

[sideboard]

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Phyrexian Midway Bamboozle

Stickers

{TK}{TK} -- Whenever this creature attacks, you get {TK}.
{TK}{TK}{TK} -- Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)
{TK}{TK} -- 4/2
{TK}{TK}{TK}{TK}{TK} -- 6/9

[sideboard]

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Playable Delusionary Hydra

Stickers

{TK}{TK} -- {T}: Draw a card, then discard a card.
{TK}{TK}{TK}{TK} -- Whenever this creature attacks, you gain 3 life and draw a card.
{TK}{TK} -- 1/5
{TK}{TK}{TK} -- 4/4

[sideboard]

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Sakashima of a Thousand Faces (3)(U)

Legendary Creature -- Human Rogue

You may have Sakashima enter as a copy of another creature you control, except it has Sakashima's other abilities.
The "legend rule" doesn't apply to permanents you control.
Partner (You can have two commanders if both have partner.)

[sideboard]

3/1

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Trained Blessed Mind

Stickers

{TK}{TK} -- {T}: Exile target card from a graveyard.
{TK}{TK}{TK} -- Threshold -- As long as seven or more cards are in your graveyard, this creature gets +4/+0 and has trample.
{TK}{TK} -- 4/2
{TK}{TK}{TK}{TK}{TK} -- 6/9

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unassuming Gelatinous Serpent

Stickers

{TK}{TK} -- When this permanent dies, return target noncreature, nonland card from your graveyard to your hand.
{TK}{TK}{TK}{TK} -- Whenever this creature deals combat damage to a player, that player mills twice that many cards.
{TK}{TK} -- 2/3
{TK}{TK}{TK} -- 7/2

[sideboard]

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Unglued Pea-Brained Dinosaur

Stickers

{TK}{TK} -- {T}: Add {2}. Spend this mana only to cast creature spells.
{TK}{TK}{TK}{TK} -- At the beginning of combat on your turn, target noncreature artifact you control becomes a 4/4 artifact creature with flying until end of turn.
{TK}{TK} -- 2/4
{TK}{TK}{TK}{TK}{TK} -- 8/6

[sideboard]

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Unsanctioned Ancient Juggler

Stickers

{TK}{TK} -- Whenever this creature attacks, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)
{TK}{TK}{TK}{TK} -- Indestructible
{TK}{TK} -- 3/2
{TK}{TK}{TK} -- 5/4

[sideboard]

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