

Balustrade Spy 3 B Creature -- Vampire Rogue Flying 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Citadel Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Citadel Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Citadel Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crawl from the Cellar B Sorcery Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control. Flashback {3}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daru Spiritualist 1 W Creature -- Human Cleric Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceptive Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceptive Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceptive Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Devour Flesh 1 B Instant Target player sacrifices a creature of their choice, then gains life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Offering 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Offering 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Offering 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lembas 2 Artifact -- Food When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lembas 2 Artifact -- Food When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nomads en-Kor W Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nomads en-Kor W Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nomads en-Kor W Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nomads en-Kor W Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Truce0zz - Pauper (3° Crudo Stracchino e Pauper)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Orzhov Basilica Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{B}. 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	Sagu Wildling Creature -- Dragon Flying When this creature enters, you gain 3 life. 3/3 ----- ADVENTURE ----- Roost Seek Sorcery -- Omen Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selesnya Sanctuary Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltering Word Instant Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sheltering Word 1 6 Instant Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltering Word 1 6 Instant Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltering Word 1 6 Instant Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirit en-Kor 3 W Creature -- Kor Spirit Flying {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spirit en-Kor 3 W Creature -- Kor Spirit Flying {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Task Force 2 W Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Task Force 2 W Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Task Force 2 W Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Task Force 2 W Creature -- Human Rebel Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ephemeral Shields 1 W Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephemeral Shields 1 W Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephemeral Shields 1 W Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Cure 1 W Instant If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost. Prevent the next 4 damage that would be dealt to any target this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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