Agatha's Soul Cauldron {2}

Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron.
{T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Archivist of Oghma {1}{W}

Creature -- Halfling Cleric

Flash
Whenever an opponent searches their library, you gain 1 life and draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bayou

Land -- Swamp Forest

({T}: Add {B} or {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beseech the Mirror {1}{B}{B}{B}

Sorcery

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biomancer's Familiar {G}{U}

Creature -- Mutant

Activated abilities of creatures you control cost {2} less to activate. This effect can't reduce the mana in that cost to less than one mana.
{T}: The next time target creature adapts this turn, it adapts as though it had no +1/+1 counters on it.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chord of Calling {X}{G}{G}{G}

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.)
Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clever Impersonator {2}{U}{U}

Creature -- Shapeshifter

You may have this creature enter as a copy of any nonland permanent on the battlefield.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commandeer {5}{U}{U}

Instant

You may exile two blue cards from your hand rather than pay this spell's mana cost.
Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)

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Command Tower

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Copy Enchantment (2)(U)

Enchantment

You may have this enchantment enter as a copy of any enchantment on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crop Rotation (G)

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B)

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Rollick (3)(B)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman (B/G)

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)
{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling (G)

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Consultation (B)

Instant

Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way.

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Demonic Tutor {1}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devoted Druid {1}{G}

Creature -- Elf Druid

{T}: Add {G}.
Put a -1/-1 counter on this creature: Untap this creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldritch Evolution {1}{G}{G}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle.
Exile Eldritch Evolution.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Sentinel {W}

Artifact Creature -- Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Mastermind {1}{U}

Creature -- Faerie Rogue

Flash
Flying
Whenever an opponent draws their second card each turn, you draw a card.
{3}{U}: Each player draws a card.

2/1

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.

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Finale of Devastation {X}{G}{G}

Sorcery

Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flash Photography {2}{U}{U}

Sorcery

You may cast this spell as though it had flash if it targets a permanent you control.
Create a token that's a copy of target permanent.
Flashback {4}{U}{U}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Force of Negation {1}{U}{U}

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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

Gaea's Cradle

Legendary Land

{T}: Add {G} for each creature you control.

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

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Gilded Drake {1}{U}

Creature -- Drake

Flying
When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gleaming Splendor {1}{W}

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 PLAY botbox.dev

Green Sun's Zenith {X}{G}

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Fae Trickster {3}{U}

Creature -- Faerie Wizard

Flash (You may cast this spell any time you could cast an instant.)
Flying
You may cast spells as though they had flash.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperial Seal {B}

Sorcery

Search your library for a card, then shuffle and put that card on top.
You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kinnan, Bonder Prodigy {G}{U}

Legendary Creature -- Human Druid

Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.
{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotho, Corrupt Shirriff {W}{B}

Legendary Creature -- Halfling Rogue

Whenever a player casts their second spell each turn, you lose 1 life and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

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

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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

Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrormade {1}{U}{U}

Enchantment

You may have this enchantment enter as a copy of any artifact or enchantment on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misdirection {3}{U}{U}

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Mockingbird {X}{U}

Creature -- Bird Bard

Flying
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

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 Diamond {0}

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

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

Nature's Rhythm {X}{G}{G}

Sorcery

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.
Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch {G}

Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Revival {GP}

Instant

({G/P} can be paid with either {G} or 2 life.)
Put target card from a graveyard on top of its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 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

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

Permission Denied {W}{U}

Instant

Counter target noncreature spell. Your opponents can't cast noncreature spells this turn.

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

Ranger-Captain of Eos {1}{W}{W}

Creature -- Human Soldier Ranger

When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Sacrifice this creature: Your opponents can't cast noncreature spells this turn.

3/3

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

Savannah

Land -- Forest Plains

({T}: Add {G} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Skippy1816 - Commander (cEDH $5K Commander Celebration Package Presented sheet 9/13 - 8 cards - 2.5 x 3.5 in each

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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

Scrubland

Land -- Plains Swamp

({T}: Add {W} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silence {W}

Instant

Your opponents can't cast spells this turn.

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

Smothering Tithe {3}{W}

Enchantment

Whenever an opponent draws a card, that player may pay {2}. If the player doesn't, you create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sol Ring {1}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest {1}{G}

Enchantment

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swan Song {U}

Instant

Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Pact {1}{B}

Instant

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tarnished Citadel

Land

{T}: Add {C}.
{T}: Add one mana of any color. This land deals 3 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tataru Taru {1}{W}

Legendary Creature -- Dwarf Advisor

When Tataru Taru enters, you draw a card and target opponent may draw a card.
Scions' Secretary -- Whenever an opponent draws a card, if it isn't that player's turn, create a tapped Treasure token. This ability triggers only once each turn.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Mage of Zhalfir {2}{U}{U}{U}

Legendary Creature -- Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time they could cast a sorcery.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Oracle {U}{U}

Creature -- Merfolk Wizard

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.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Cabbage Merchant {2}{G}

Legendary Creature -- Human Citizen

Whenever an opponent casts a noncreature spell, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Whenever a creature deals combat damage to you, sacrifice a Food token.
Tap two untapped Foods you control: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrasios, Triton Hero {G}{U}

Legendary Creature -- Merfolk Wizard

{4}: Scry 1, then reveal the top card of your library. If it's a land card, put it onto the battlefield tapped. Otherwise, draw a card.
Partner (You can have two commanders if both have partner.)

1/3

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Timetwister {2}{U}

Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Training Grounds {U}

Enchantment

Activated abilities of creatures you control cost {2} less to activate. This effect can't reduce the mana in that cost to less than one mana.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island

Land -- Forest Island

({T}: Add {G} or {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tundra

Land -- Plains Island

({T}: Add {W} or {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tymna the Weaver {1}{W}{B}

Legendary Creature -- Human Cleric

Lifelink
At the beginning of each of your postcombat main phases, you may pay X life, where X is the number of opponents that were dealt combat damage this turn. If you do, draw X cards.
Partner (You can have two commanders if both have partner.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

Land -- Island Swamp

({T}: Add {U} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampiric Tutor {B}

Instant

Search your library for a card, then shuffle and put that card on top. You lose 2 life.

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Veil of Summer {G}

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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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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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.