

Adult Gold Dragon 3 R W Creature -- Dragon Flying, lifelink, haste 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead 1 B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arcane Signet 2 Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Atsushi, the Blazing Sky 2 R R Legendary Creature -- Dragon Spirit Flying, trample When Atsushi dies, choose one -- * Exile the top two cards of your library. Until the end of your next turn, you may play those cards. * Create three Treasure tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avenging Hunter 4 G Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badlands Land -- Swamp Mountain {T}: Add {B} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bayou Land -- Swamp Forest {T}: Add {B} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Birds of Paradise 6 Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Bonehoard Dracosaur 3RR Creature -- Dinosaur Dragon Flying, first strike At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Broadside Bombardiers 2R Creature -- Goblin Pirate Menace, haste Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Chaos Adventurer 3R Creature -- Human Barbarian Trample When this creature enters, you take the initiative. Whenever this creature attacks, exile the top card of your library. If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chaos Dragon 1RR Creature -- Dragon Flying, haste This creature attacks each combat if able. At the beginning of combat on your turn, each player rolls a d20. If one or more opponents had the highest result, this creature can't attack those players or planeswalkers they control this combat. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cosmic Rebirth 1GW Instant Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand. You gain 3 life. 1/2 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	Demonic Tutor 1B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Domri, Anarch of Bolas 1RRG Legendary Planeswalker -- Domri Creatures you control get +1/+0. [+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered. [-2]: Target creature you control fights target creature you don't control. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonhawk, Fate's Tempest 3RR Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eladamri's Call GW Instant 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	Exotic Orchard Land {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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Land

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

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Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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3 R R

Creature -- Elemental Incarnation

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

3/3

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③ R R

Creature -- Dragon

Flying, haste
You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.)

4/4

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③ R R

Creature -- Dragon

Flying, haste
Whenever this creature attacks or becomes the target of a spell, create a Treasure token.
Treasures you control have "{T}", Sacrifice this artifact: Add two mana of any one color."

4/4

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B G

Instant

Choose one --

- * All creatures get -1/-1 until end of turn.
- * Destroy target enchantment.
- * Regenerate each creature you control.

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Land

{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
Dragon creature spell.
{2}, {T}, Sacrifice this land:
Return target Dragon creature card
or Ugin planeswalker card from your
graveyard to your hand.

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Hellkite Courser 4RR Creature -- Dragon Flying When this creature enters, you may put a commander you own from the command zone onto the battlefield. It gains haste. Return it to the command zone at the beginning of the next end step. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarch G Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jetmir's Garden Land -- Mountain Forest Plains ({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ketria Triome Land -- Forest Island Mountain ({T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan, the Storm's Fury 3BR Legendary Creature -- Dragon Flying Whenever a Dragon you control attacks, creatures you control get +1/+0 until end of turn. Dash {3}{B}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil, Malamet Exemplar 1GW Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laelia, the Blade Reforged 2R Legendary Creature -- Spirit Warrior Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. 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	Mawloc XR G Creature -- Tyranid Ravenous (This creature enters with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.) Terror from the Deep -- When this creature enters, it fights up to one target creature an opponent controls. If that creature would die this turn, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Minsc & Boo, Timeless Heroes 2R G Legendary Planeswalker -- Minsc When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste. [+1]: Put three +1/+1 counters on up to one target creature with trample or haste. [-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards. Minsc & Boo, Timeless Heroes can be your commander. L 3 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	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadaar, Selfless Paladin 2W Legendary Creature -- Dragon Knight Vigilance Whenever Nadaar enters or attacks, venture into the dungeon. (Enter the first room or advance to the next room.) Other creatures you control get +1/+1 as long as you've completed a dungeon. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, the Ravager 1UB R Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. 4/4 ----- BACK FACE ----- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oko, Thief of Crowns ①⑥⑦ Legendary Planeswalker -- Oko [+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opposition Agent ②③ Creature -- Human Rogue Flash You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parallax Wave ②④④ Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. botbox.dev PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Patron of the Arts ②③ Creature -- Dragon Noble When this creature enters or dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Phyrexian Dragon Engine ③ Artifact Creature -- Phyrexian Dragon Double strike When this creature enters from your graveyard, you may discard your hand. If you do, draw three cards. Unearth {3}{R}{R} (Melds with Mishra, Claimed by Gix.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Mishra, Lost to Phyrexia Legendary Artifact Creature -- Phyrexian Artificer Whenever Mishra enters or attacks, choose three -- * Target opponent discards two cards. * Mishra deals 3 damage to any target. * Destroy target artifact or planeswalker. * Creatures you control gain menace and trample until end of turn. * Creatures you don't control get -1/-1 until end of turn. * Create two tapped Powerstone tokens. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plateau Land -- Mountain Plains {T}: Add {R} or {W}. botbox.dev PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	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. botbox.dev PLAYTEST CARD - NOT FOR TOURNAMENT PLAY	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. botbox.dev PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Raugrin Triome

Land -- Island Mountain Plains

(**{T}**: Add **{U}**, **{R}**, or **{W}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

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Realmlalker

Creature -- Shapeshifter

Changeling (This card is every creature type.)
As this creature enters, choose a creature type.
You may look at the top card of your library any time.
You may cast creature spells of the chosen type from the top of your library.

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Reanimate (B)

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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Reckless Barbarian (1)(R)

Creature -- Dragon Barbarian

Sacrifice this creature: Add $\{R\}\{R\}$.

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Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

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Rivaz of the Claw (1)(B)(R)

Legendary Creature -- Lizard Warlock

Menace
{T}: Add two mana in any combination of colors. Spend this mana only to cast Dragon creature spells.
Once during each of your turns, you may cast a Dragon creature spell from your graveyard.
Whenever you cast a Dragon creature spell from your graveyard, it gains "when this creature dies, exile it."

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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 PLAY botbox.dev

Savai Triome

Land -- Mountain Plains Swamp

({T}: Add {R}, {W}, or {B}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah Land -- Forest Plains {T}: Add {G} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Scaled Nurturer Creature -- Dragon Druid {T}: Add {G}. When you spend this mana to cast a Dragon creature spell, you gain 2 life. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scion of Draco Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scrubland Land -- Plains Swamp {T}: Add {W} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Dungeoneer Creature -- Human Warrior When this creature enters, you take the initiative. Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Stirring Bard 3 R Creature -- Dragon Bard Defender When this creature enters, you take the initiative. Mantle of Inspiration -- {T}: Target creature gains menace and haste until end of turn. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summoning Trap 4 G G Instant -- Trap If a creature spell you cast this turn was countered by a spell or ability an opponent controlled, you may pay {0} rather than pay this spell's mana cost. Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swashbuckler Extraordinaire 2 R Creature -- Dragon Rogue Warrior When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever you attack, you may sacrifice one or more Treasures. When you do, up to that many target creatures gain double strike until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taiga Land -- Mountain Forest {T}: Add {R} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taurean Mauler 2 R Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Territorial Kavu (R)(G) Creature -- Kavu Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one -- * Discard a card. If you do, draw a card. * Exile up to one target card from a graveyard. */* 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Ur-Dragon (4)(W)(U)(B)(R)(G) Legendary Creature -- Dragon Avatar Eminence -- As long as The Ur-Dragon is in the command zone or on the battlefield, other Dragon spells you cast cost {1} less to cast. Flying Whenever one or more Dragons you control attack, draw that many cards, then you may put a permanent card from your hand onto the battlefield. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Wall (G) Creature -- Plant Wall Defender (This creature can't attack.) Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tropical Island Land -- Forest Island {T}: Add {G} or {U}.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinflame Tyrant (3)(R)(R) Creature -- Dragon Flying If a source you control would deal damage to an opponent or a permanent an opponent controls, it deals double that damage instead. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}.) 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undermountain Adventurer ③⑥ Creature -- Giant Warrior Vigilance When this creature enters, you take the initiative. {T}: Add {G}{G}. If you've completed a dungeon, add six {G} instead. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl ⑥ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volcanic Island Land -- Island Mountain ({T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wash Away ① Instant Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Counter target spell [that wasn't cast from its owner's hand]. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Plume Adventurer ②① Creature -- Orc Cleric When this creature enters, you take the initiative. At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

Xander's Lounge Land -- Island Swamp Mountain ({T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)	Ziatora's Proving Ground Land -- Swamp Mountain Forest ({T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)	Ziatora, the Incinerator 3B RG Legendary Creature -- Demon Dragon Flying At the beginning of your end step, you may sacrifice another creature. When you do, Ziatora deals damage equal to that creature's power to any target and you create three Treasure tokens. 6/6	Zurgo and Ojutai 2URW Legendary Creature -- Orc Dragon Flying, haste Zurgo and Ojutai has hexproof as long as it entered this turn. Whenever one or more Dragons you control deal combat damage to a player or battle, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. You may return one of those Dragons to its owner's hand. 4/4
PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev