

Chaos Dragon 1 R R 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	Chaos Warp 2 R Instant The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circuits Act 2 R Sorcery Roll three six-sided dice. For each different result, create a 1/1 white Clown Robot artifact creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Clown Car X Artifact -- Vehicle When this Vehicle enters, roll X six-sided dice. For each odd result, create a 1/1 white Clown Robot artifact creature token. For each even result, put a +1/+1 counter on this Vehicle. Crew 2 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloning Around 1 W Sorcery Create two 1/1 white Clown Robot artifact creature tokens, then roll a six-sided die. If the result is equal to or less than the number of Robots you control, create a 1/1 white Clown Robot artifact creature token. 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	Component Pouch 3 Artifact {T}, Remove a component counter from this artifact: Add two mana of different colors. {T}: Roll a d20. 1--9 Put a component counter on this artifact. 10--20 Put two component counters on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Contraband Livestock 1W Instant Exile target creature, then roll a d20. 1--9 Its controller creates a 4/4 green 0x creature token. 10--19 Its controller creates a 2/2 green Boar creature token. 20 Its controller creates a 0/1 white Goat creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptothrall 4 Artifact Creature -- Construct Protector -- Other artifact creatures you control have hexproof. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Danse Macabre 3BB Sorcery Each player sacrifices a nontoken creature of their choice. Roll a d20 and add the toughness of the creature you sacrificed this way. 1--14 Return a creature card put into a graveyard this way to the battlefield under your control. 15+ Return up to two creature cards put into graveyards this way to the battlefield under your control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Delina, Wild Mage 3R Legendary Creature -- Elf Shaman Whenever Delina attacks, choose target creature you control, then roll a d20. 1--14 Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "At end of combat, exile this token." 15--20 Create one of those tokens. You may roll again. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Desolate Mire Land {1}, {T}: Add {W}{B}. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispatch W Instant Tap target creature. Metalcraft -- If you control three or more artifacts, exile that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divine Visitation 3WW Enchantment If one or more creature tokens would be created under your control, that many 4/4 white Angel creature tokens with flying and vigilance are created instead. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dread Return 2BB Sorcery Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earth-Cult Elemental 4RR Creature -- Elemental Siege Monster -- When this creature enters, roll a d20. 1--9 Each player sacrifices a permanent of their choice. 10--19 Each opponent sacrifices a permanent of their choice. 20 Each opponent sacrifices two permanents of their choice. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ebony Fly 2 Artifact This artifact enters tapped. {T}: Add {C}. {4}: Roll a d6. Until end of turn, you may have this artifact become an X/X Insect artifact creature with flying, where X is the result. Whenever this artifact attacks, another target attacking creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Farideh's Fireball 3RR Instant Farideh's Fireball deals 5 damage to target creature or planeswalker. Roll a d20. 1--9 Farideh's Fireball deals 2 damage to each player. 10--20 Farideh's Fireball deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glittering Stockpile 2R Artifact -- Treasure {T}: Add {R}. Put a stash counter on this artifact. {T}, Sacrifice this artifact: Add X mana of any one color, where X is the number of stash counters on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldhound R Artifact Creature -- Treasure Dog First strike Menace (This creature can't be blocked except by two or more creatures.) {T}, Sacrifice this creature: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grave Endeavor 5BB Instant Roll two d10 and choose one result. Return a creature card from your graveyard to the battlefield with a number of +1/+1 counters on it equal to that result. Then each opponent loses X life and you gain X life, where X is the other result. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idol of Oblivion 2 Artifact {T}: Draw a card. Activate only if you created a token this turn. {8}, {T}, Sacrifice this artifact: Create a 10/10 colorless Eldrazi creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impact Tremors 1R Enchantment Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jan Jansen, Chaos Crafter RWB Legendary Creature -- Gnome Artificer Haste {T}, Sacrifice an artifact creature: Create two Treasure tokens. {T}, Sacrifice a noncreature artifact: Create two 1/1 colorless Construct artifact creature tokens. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Losheel, Clockwork Scholar 2W Legendary Creature -- Elephant Artificer Prevent all combat damage that would be dealt to attacking artifact creatures you control. Whenever one or more artifact creatures you control enter, draw a card. This ability triggers only once each turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luck Bobblehead 3 Artifact -- Bobblehead {T}: Add one mana of any color. {1}, {T}: Roll X six-sided dice, where X is the number of Bobbleheads you control. Create a tapped Treasure token for each even result. If you rolled 6 exactly seven times, you win the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirkwood Bats 3B Creature -- Bat Flying Whenever you create or sacrifice a token, each opponent loses 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonsilver Key 2 Artifact {1}, {T}, Sacrifice this artifact: Search your library for an artifact card with a mana ability or a basic land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mr. House, President and CEO Legendary Artifact Creature -- Human Whenever you roll a 4 or higher, create a 3/3 colorless Robot artifact creature token. If you rolled 6 or higher, instead create that token and a Treasure token. {4}, {T}: Roll a six-sided die plus an additional six-sided die for each mana from Treasures spent to activate this ability. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Myrkul's Edict Sorcery Roll a d20. 1--9 Choose an opponent. That player sacrifices a creature of their choice. 10--19 Each opponent sacrifices a creature of their choice. 20 Each opponent sacrifices a creature with the greatest power among creatures that player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Night Shift of the Living Dead (3)(B) Enchantment After you roll a die, you may pay 1 life. If you do, increase or decrease the result by 1. Do this only once each turn. Whenever you roll a 6, create a 2/2 black Zombie Employee creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nomad Outpost Land This land enters tapped. {T}: Add {R}, {W}, or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Organic Extinction (8)(W)(W) Sorcery Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Destroy all nonartifact creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perception Bobblehead (3) Artifact -- Bobblehead {T}: Add one mana of any color. {3}, {T}: Look at the top X cards of your library, where X is the number of Bobbleheads you control. You may cast a spell with mana value 3 or less from among them without paying its mana cost. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T} : Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T} : Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T} : Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T} : Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Powerbalance Enchantment Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prosperous Partnership Enchantment When this enchantment enters, create two 1/1 green and white Citizen creature tokens. Tap three untapped creatures you control: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Recruitment Drive Sorcery Roll a d20. 1--9 Create two 1/1 white Soldier creature tokens. 10--19 Create two 2/2 white Knight creature tokens. 20 Create three 2/2 white Knight creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revivify Instant Roll a d20 and add the number of creature cards in your graveyard that were put there from the battlefield this turn. 1--14 Return all creature cards in your graveyard that were put there from the battlefield this turn to your hand. 15+ Return those cards from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rising of the Day Enchantment Creatures you control have haste. Legendary creatures you control get +1/+0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rose Room Treasurer Creature -- Ogre Warrior Alliance -- Whenever another creature you control enters, create a Treasure token if this is the first or second time this ability has resolved this turn. Otherwise, you may pay {X}. When you do, this creature deals X damage to any target. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ruinous Ultimatum R R W W W B B Sorcery Destroy all nonland permanents your opponents control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Shadowblood Ridge Land {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shared Animosity Enchantment Whenever a creature you control attacks, it gets +1/+0 until end of turn for each other attacking creature that shares a creature type with it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shattered Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoldering Marsh Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sol Ring Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sword of Hours2 Artifact -- Equipment Whenever equipped creature attacks, put a +1/+1 counter on it. Whenever equipped creature deals combat damage, roll a d12. If the result is greater than the damage dealt or the result is 12, double the number of +1/+1 counters on that creature. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Field Land {T}: Add {C}. {T}: Add {W} or {B}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tainted Peak Land {T}: Add {C}. {T}: Add {B} or {R}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Conviction ② Artifact {T}: Add {C}. {T}: Add {R} or {W}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Hierarchy ② Artifact {T}: Add {C}. {T}: Add {W} or {B}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Indulgence ② Artifact {T}: Add {C}. {T}: Add {B} or {R}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Silence Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Triumph Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Deck of Many Things 5 Legendary Artifact {2}, {T}: Roll a d20 and subtract the number of cards in your hand. If the result is 0 or less, discard your hand. 1--9 Return a card at random from your graveyard to your hand. 10--19 Draw two cards. 20 Put a creature card from any graveyard onto the battlefield under your control. When that creature dies, its owner loses the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thousand Moons Smithy 2W Legendary Artifact When Thousand Moons Smithy enters, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." At the beginning of your first main phase, you may tap five untapped artifacts and/or creatures you control. If you do, transform Thousand Moons Smithy. BACK FACE Barracks of the Thousand Land (Transforms from Thousand Moons Smithy.) {T}: Add {W}. Whenever you cast an artifact or creature spell using mana produced by Barracks of the Thousand, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderwave 2R Sorcery Roll a d20. 1--9 Thunderwave deals 3 damage to each creature. 10--19 You may choose a creature. Thunderwave deals 3 damage to each creature not chosen this way. 20 Thunderwave deals 6 damage to each creature your opponents control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treasure Chest 3 Artifact {4}, Sacrifice this artifact: Roll a d20. 1 Trapped! -- You lose 3 life. 2--9 Create five Treasure tokens. 10--19 You gain 3 life and draw three cards. 20 Search your library for a card. If it's an artifact card, you may put it onto the battlefield. Otherwise, put that card into your hand. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unburial Rites 4B Sorcery Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unwinding Clock 4 Artifact Untap all artifacts you control during each other player's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vandalblast R Sorcery Destroy target artifact you don't control. Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Puzzlebox 3 Artifact Whenever you roll one or more dice, put a number of charge counters on this artifact equal to the result. {T}: Add one mana of any color. Roll a d20. {T}, Remove 100 charge counters from this artifact: Search your library for an artifact card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wand of Wonder 3 R Artifact {4}, {T}: Roll a d20. Each opponent exiles cards from the top of their library until they exile an instant or sorcery card, then shuffles the rest into their library. You may cast up to X instant and/or sorcery spells from among cards exiled this way without paying their mana costs. 1--9 X is one. 10--19 X is two. 20 X is three. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wyll, Blade of Frontiers 1 R Legendary Creature -- Human Warlock If you would roll one or more dice, instead roll that many dice plus one and ignore the lowest roll. Whenever you roll one or more dice, put a +1/+1 counter on Wyll. Choose a Background (You can have a Background as a second commander.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wyll's Reversal 2 R Instant Choose target spell or ability with one or more targets. Roll a d20 and add the greatest power among creatures you control. 1--14 You may choose new targets for that spell or ability. 15+ You may choose new targets for that spell or ability. Then copy it. You may choose new targets for the copy. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xenosquirrels 1 B Creature -- Alien Squirrel This creature enters with two +1/+1 counters on it. After you roll a die, you may remove a +1/+1 counter from this creature. If you do, increase or decrease the result by 1. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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