Dead of Winter 2B

Sorcery

All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dragonologist 2U

Creature -- Human Wizard

When this creature enters, look at the top six cards of your library. You may reveal an instant, sorcery, or Dragon card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Untapped Dragons you control have hexproof.

1/3

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Untapped Dragons you control have hexproof.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fae of Wishes 1U

Creature -- Faerie Wizard

Flying
{1}{U}, Discard two cards: Return this creature to its owner's hand.

1/4

- - - ADVENTURE - - -

Granted 3U

Sorcery -- Adventure

You may reveal a noncreature card you own from outside the game and put it into your hand.

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Granted {3}{U}

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You may reveal a noncreature card you own from outside the game and put it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failure {1}{U}

Instant

Return target spell to its owner's hand.

- - - AFTERMATH HALF - - -

Comply {W}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

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Fraying Sanity {2}{U}

Enchantment -- Aura Curse

Enchant player
At the beginning of each end step, enchanted player mills X cards, where X is the number of cards put into their graveyard from anywhere this turn.

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Hidetsugu and Kairi (2)(U)(U)(B)

Legendary Creature -- Ogre Demon Dragon

Flying
When Hidetsugu and Kairi enters, draw three cards, then put two cards from your hand on top of your library in any order.
When Hidetsugu and Kairi dies, exile the top card of your library. Target opponent loses life equal to its mana value. If it's an instant or sorcery card, you may cast it without paying its mana cost.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inscription of Insight (3)(U)

Sorcery

Kicker {2}{U}{U}
Choose one. If this spell was kicked, choose any number instead.
* Return up to two target creatures to their owners' hands.
* Scry 2, then draw two cards.
* Target player creates an X/X blue Illusion creature token, where X is the number of cards in their hand.

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Jadzi, Steward of Fate (2)(U)

Legendary Creature -- Human Wizard

Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
When Jadzi enters, draw two cards, then discard two cards.

2/4

- - - OTHER FACE - - -

Oracle's Gift (X)(X)(U)

Sorcery

Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.

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Multiple Choice (X)(U)

Sorcery

If X is 1, scry 1, then draw a card.
If X is 2, you may choose a player. They return a creature they control to its owner's hand.
If X is 3, create a 4/4 blue and red Elemental creature token.
If X is 4 or more, do all of the above.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singularity Rupture {3}{U}{B}{B}

Sorcery

Destroy all creatures, then any number of target players each mill half their library, rounded down.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

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 {U} or {B}.

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Wail of the Forgotten (U)(B)

Sorcery

Descend 8 -- Choose one. If there are eight or more permanent cards in your graveyard as you cast this spell, choose one or more instead.
* Return target nonland permanent to its owner's hand.
* Target opponent discards a card.
* Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crawling Barrens

Land

{T}: Add {C}.
{4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Cut Your Losses (4)(U)(U)

Sorcery

Casualty 2 (As you cast this spell, you may sacrifice a creature with power 2 or greater. When you do, copy this spell and you may choose a new target for the copy.)
Target player mills half their library, rounded down.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erebos's Intervention (X)(B)

Instant

Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
* Exile up to twice X target cards from graveyards.

[sideboard]

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Fraying Sanity {2}{U}

Enchantment -- Aura Curse

Enchant player
At the beginning of each end step, enchanted player mills X cards, where X is the number of cards put into their graveyard from anywhere this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ob Nixilis Reignited {3}{B}{B}

Legendary Planeswalker -- Nixilis

[+1]: You draw a card and you lose 1 life.
[-3]: Destroy target creature.
[-8]: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life."

[sideboard]

L 5

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Overwhelming Denial {2}{U}{U}

Instant

Surge {U}{U} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)
This spell can't be countered.
Counter target spell.

[sideboard]

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Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pearl Lake Ancient {5}{U}{U}

Creature -- Leviathan

Flash
This spell can't be countered.
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Return three lands you control to their owner's hand: Return this creature to its owner's hand.

[sideboard]

6/7

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Underworld Connections {1}{B}{B}

Enchantment -- Aura

Enchant land
Enchanted land has "{T}, Pay 1 life: Draw a card."

[sideboard]

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Underworld Connections {1}{B}{B}

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