Ad Nauseam {3}{B}{B}

Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. You may repeat this process any number of times.

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

Arcane Signet {2}

Artifact

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

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

Badlands

Land -- Swamp Mountain

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

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

Birgi, God of Storytelling {2}{R}

Legendary Creature -- God

Whenever you cast a spell, add {R}.
Until end of turn, you don't lose this mana as steps and phases end.
Creatures you control can boast twice during each of your turns rather than once.

3/3

- - - BACK FACE - - -

Harnfel, Horn of Bounty {4}{R}

Legendary Artifact

Discard a card: Exile the top two cards of your library. You may play those cards this turn.

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

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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 PLAY botbox.dev

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

Brain Freeze {1}{U}

Instant

Target player mills three cards.
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

Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chain of Vapor {U}

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

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 Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Culling the Weak {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add {B}{B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze {1}{U}

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

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

Defense Grid {2}

Artifact

Each spell costs {3} more to cast except during its controller's turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deflecting Swat {2}{R}

Instant

If you control a commander, you may cast this spell without paying its mana cost.
You may choose new targets for target spell or ability.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Counsel {1}{B}

Sorcery

Search your library for a Demon card, reveal it, put it into your hand, then shuffle.
Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Diabolic Intent {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Search your library for a card, put that card into your hand, then shuffle.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Final Fortune {R}{R}

Instant

Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Duplication {1}{R}{R}

Instant

You may sacrifice a nontoken red creature rather than pay this spell's mana cost.
Copy target instant or sorcery spell. You may choose new targets for the copy.

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

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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

Gamble (R)

Sorcery

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

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

Gitaxian Probe (UP)

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Monolith (2)

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher (1)(R)

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

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

Infernal Plunge (R)

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Jeska's Will {2}{R}

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Chance {R}{R}

Sorcery

Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion's Eye Diamond {0}

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: 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

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Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

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

Mnemonic Betrayal (1)(U)(B)

Sorcery

Exile all opponents' graveyards. You may cast spells from among those cards this turn, and mana of any type can be spent to cast them. At the beginning of the next end step, if any of those cards remain exiled, return them to their owners' graveyards.
Exile Mnemonic Betrayal.

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

Mox Opal (0)

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muddle the Mixture (U)(U)

Instant

Counter target instant or sorcery spell.
Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Tutor (U)

Instant

Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Necrodominance — {B}{B}{B}

Legendary Enchantment

Skip your draw step.
At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards.
Your maximum hand size is five.
If a card or token would be put into your graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necropotence — {B}{B}{B}

Enchantment

Skip your draw step.
Whenever you discard a card, exile that card from your graveyard.
Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

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

Paradise Mantle — {0}

Artifact -- Equipment

Equipped creature has "{T}: Add one mana of any color."
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

{T}: Add {C}.
{T}, Sacrifice a creature: Add {B}{B}.

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

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Praetor's Grasp {1}{B}{B}

Sorcery

Search target opponent's library for a card and exile it face down. Then that player shuffles. You may play that card for as long as it remains exiled.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragavan, Nimble Pilferer {R}

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.
Dash {1}{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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

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

Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rograkh, Son of Rohgahh {0}

Legendary Creature -- Kobold Warrior

First strike, menace, trample
Partner (You can have two commanders if both have partner.)

0/1

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

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Silas Renn, Seeker Adept {1}{U}{B}

Legendary Artifact Creature -- Human

Deathtouch
Whenever Silas Renn deals combat damage to a player, choose target artifact card in your graveyard. You may cast that card this turn.
Partner (You can have two commanders if both have partner.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snap {1}{U}

Instant

Return target creature to its owner's hand. Untap up to two lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sol Ring {1}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum {1}

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

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

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 PLAY botbox.dev

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

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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

Talisman of Creativity {2}

Artifact

{T}: Add {C}.
{T}: Add {U} or {R}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Dominance {2}

Artifact

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

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

Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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

Underworld Breach {1}{R}

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)
At the beginning of the end step, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Valley Floodcaller {2}{U}

Creature -- Otter Wizard

Flash
You may cast noncreature spells as though they had flash.
Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.

2/2

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.

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

Warrior's Oath {R}{R}

Sorcery

Take an extra turn after this one.
At the beginning of that turn's end step, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wheel of Fortune {2}{R}

Sorcery

Each player discards their hand, then draws seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wheel of Misfortune {2}{R}

Sorcery

Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Windfall (2)(U)

Sorcery

Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wishclaw Talisman (1)(B)

Artifact

This artifact enters with three wish counters on it.
{1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn.

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

Yawgmoth's Will (2)(B)

Sorcery

Until end of turn, you may play lands and cast spells from your graveyard.
If a card would be put into your graveyard from anywhere this turn, exile that card instead.

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.