

<p>Ancient Cornucopia (2)(G)</p> <p>Artifact</p> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ancient Cornucopia (2)(G)</p> <p>Artifact</p> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ancient Cornucopia (2)(G)</p> <p>Artifact</p> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blood Crypt</p> <p>Land -- Swamp Mountain</p> <p>({T}): Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Burst Lightning (R)</p> <p>Instant</p> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Burst Lightning (R)</p> <p>Instant</p> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Burst Lightning (R)</p> <p>Instant</p> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Captain Marvel, Earth's Protector (3)(W)(W)</p> <p>Legendary Creature -- Human Kree Hero</p> <p>Flash Flying, lifelink Power-up -- {5}{W}{W}: Put a +1/+1 counter and an indestructible counter on Captain Marvel. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)</p> <div>5/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Cease<div>16/9</div></div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>----- RIGHT HALF -----</div><div>Desist<div>46/96/9</div></div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cease<div>16/9</div></div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>----- RIGHT HALF -----</div><div>Desist<div>46/96/9</div></div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Commercial District</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.) 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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cori Mountain Monastery</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cori Mountain Monastery</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deadly Cover-Up<div>3BB</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deadly Cover-Up<div>3BB</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Decorum Dissertation (3)(B)(B)</div><div>Sorcery -- Lesson</div><div>Target player draws two cards and loses 2 life. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Emeritus of Abundance (2)(G)</div><div>Creature -- Elf Druid</div><div>Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.</div><div>3/4</div><div>----- OTHER FACE -----</div><div><div>Regrowth (1)(G)</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Emeritus of Abundance (2)(G)</div><div>Creature -- Elf Druid</div><div>Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.</div><div>3/4</div><div>----- OTHER FACE -----</div><div><div>Regrowth (1)(G)</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Extrapolate the Impossible (1)(B)</div><div>Sorcery</div><div>You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Extrapolate the Impossible (1)(B)</div><div>Sorcery</div><div>You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Extrapolate the Impossible (1)(B)</div><div>Sorcery</div><div>You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Great Hall of the Biblioplex</div><div>Land</div><div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Great Hall of the Biblioplex</div><div>Land</div><div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Great Hall of the Biblioplex</div><div>Land</div><div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Improvisation Capstone 5RR</div><div>Sorcery -- Lesson</div><div>Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inevitable Defeat 1RWB</div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

① R W B

Instant

This spell can't be countered.
Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.

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① R W B

Instant

This spell can't be countered.
Exile target nonland permanent. Its
controller loses 3 life and you gain
3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U R W

Instant

Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

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R W

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

([T]: Add [G] or [W].)
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.)

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Mountain

Basic Land -- Mountain

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

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<div> Outrageous Robbery (X)(B)(B) </div> <div> Instant </div> <div> Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Overgrown Tomb </div> <div> Land -- Swamp Forest </div> <div> ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Plains </div> <div> Basic Land -- Plains </div> <div> ({T}: Add {W}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Professor Dellian Fel (2)(B)(G) </div> <div> Legendary Planeswalker -- Dellian </div> <div> [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Professor Dellian Fel (2)(B)(G) </div> <div> Legendary Planeswalker -- Dellian </div> <div> [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Professor Dellian Fel (2)(B)(G) </div> <div> Legendary Planeswalker -- Dellian </div> <div> [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Rakshasa's Bargain (2/B)(2/G)(2/W) </div> <div> Instant </div> <div> Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Rakshasa's Bargain (2/B)(2/G)(2/W) </div> <div> Instant </div> <div> Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Raucous Theater

Land -- Swamp Mountain

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

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Rockfall Vale

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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Shadowy Backstreet

Land -- Plains Swamp

([T]: Add [W] 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

Swamp

Basic Land -- Swamp

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

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Tablet of Discovery (2) (R)

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tablet of Discovery (2) (R)

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tablet of Discovery (2R)

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)

{T}: Add {R}.

{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Temple Garden </div> <div> Land -- Forest Plains </div> <div> ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Underground Mortuary </div> <div> Land -- Swamp Forest </div> <div> ({T}: Add {B} or {G}.) 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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Withering Curse <div>1B B</div> </div> <div> Sorcery </div> <div> All creatures get -2/-2 until end of turn. Infusion -- If you gained life this turn, destroy all creatures instead. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Withering Curse <div>1B B</div> </div> <div> Sorcery </div> <div> All creatures get -2/-2 until end of turn. Infusion -- If you gained life this turn, destroy all creatures instead. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Bitter Triumph <div>1B</div> </div> <div> Instant </div> <div> As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Chandra, Torch of Defiance <div>2R R</div> </div> <div> Legendary Planeswalker -- Chandra </div> <div> [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Deadly Cover-Up <div>3B B</div> </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Decorum Dissertation <div>3B B</div> </div> <div> Sorcery -- Lesson </div> <div> Target player draws two cards and loses 2 life. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.) </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - PengYudong - Four-Color Control (???2 / Standard Cup 2)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

<div> Feldon's Cane 1 </div> <div>Artifact</div> <div> {T}, Exile this artifact: Shuffle your graveyard into your library. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Improvisation Capstone 5RR </div> <div>Sorcery -- Lesson</div> <div> Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Inevitable Defeat 1RWB </div> <div>Instant</div> <div> This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Inside Information XBB </div> <div>Sorcery</div> <div> Exile the top X cards of target opponent's library. You may play those cards this turn. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Jeskai Revelation 4URW </div> <div>Instant</div> <div> Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Outrageous Robbery XBB </div> <div>Instant</div> <div> Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Professor Dellian Fel 2BG </div> <div> Legendary Planeswalker -- Dellian </div> <div> [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." </div> <div>[sideboard]</div> <div> <div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Strategic Betrayal 1B </div> <div>Sorcery</div> <div> Target opponent exiles a creature they control and their graveyard. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>The Rise of Sozin4BB</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Destroy all creatures. II -- Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>----- -- -- BACK FACE -- --</div><div>Fire Lord Sozin</div><div>Legendary Creature -- Human Noble</div><div>Menace, firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.) Whenever Fire Lord Sozin deals combat damage to a player, you may pay {X}. When you do, put any number of target creature cards with total mana value X or less from that player's graveyard onto the battlefield under your control.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>Together as One6</div><div>Sorcery</div><div>Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>Villainous Wrath3BB</div><div>Sorcery</div><div>Target opponent loses life equal to the number of creatures they control. Then destroy all creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
