

Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Copperline Gorge

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Deadshot Minotaur 3 R G

Creature -- Minotaur

When this creature enters, it deals 3 damage to target creature with flying.
Cycling {R/G} ({R/G}, Discard this card: Draw a card.)

3/4

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Demonic Dread (1)(B)(R)

Sorcerv

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Target creature can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B R

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Target creature can't block this turn.

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Target creature can't block this turn.

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1 B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (B/R) (B/F)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B/R B/R

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Suspend 3--{2}{B}{B}

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B R

This creature attacks each combat if able.
Cycling {B/R} ({B/R}, Discard this card: Draw a card.)

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} 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	Pale Recluse 4GW Creature -- Spider Reach (This creature can block creatures with flying.) Forestcycling {2}, plainscycling {2} ({2}, Discard this card: Search your library for a Forest or Plains card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 4/5	Shriekmaw 4B Creature -- Elemental Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) When this creature enters, destroy target nonartifact, nonblack creature. Evoke {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/2
Shriekmaw 4B Creature -- Elemental Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) When this creature enters, destroy target nonartifact, nonblack creature. Evoke {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/2	Shriekmaw 4B Creature -- Elemental Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) When this creature enters, destroy target nonartifact, nonblack creature. Evoke {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/2	Simian Spirit Guide 2R Creature -- Ape Spirit Exile this card from your hand: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2	Simian Spirit Guide 2R Creature -- Ape Spirit Exile this card from your hand: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2

Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① R G

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Creatures you control get +1/+0 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Sacrifice this creature: You gain 4 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Sacrifice this creature: You gain 4 life.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Sacrifice this creature: You gain 4 life.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Sacrifice this creature: You gain 4 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ingot Chewer 4 R Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer 4 R Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer 4 R Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer 4 R Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ricochet Trap 3 R Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ricochet Trap 3 R Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ricochet Trap 3 R Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	