

Land

$\{T\}$: Add $\{B\}$.

Land

$\{T\}$: Add $\{R\}$.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

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Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.)

{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

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Clearwater Pathway Card OTHER FACE Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card OTHER FACE Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card OTHER FACE Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corpse Appraiser Creature -- Vampire Rogue When this creature enters, exile up to one target creature card from a graveyard. If a card is put into exile this way, look at the top three cards of your library, then put one of those cards into your hand and the rest into your graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Evelyn, the Covetous 2 U/B B 6/R Legendary Creature -- Vampire Rogue Flash Whenever Evelyn or another Vampire you control enters, exile the top card of each player's library with a collection counter on it. Once each turn, you may play a card from exile with a collection counter on it if it was exiled by an ability you controlled, and you may spend mana as though it were mana of any color to cast it. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evelyn, the Covetous 2 U/B B 6/R Legendary Creature -- Vampire Rogue Flash Whenever Evelyn or another Vampire you control enters, exile the top card of each player's library with a collection counter on it. Once each turn, you may play a card from exile with a collection counter on it if it was exiled by an ability you controlled, and you may spend mana as though it were mana of any color to cast it. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expressive Iteration U R Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expressive Iteration U R Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Expressive Iteration U R Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expressive Iteration U R Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fable of the Mirror-Breaker (2)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker (2)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hagra Mauling (2)(B)(B) Instant This spell costs {1} less to cast if an opponent controls no basic lands. Destroy target creature. ----- BACK FACE ----- Hagra Broodpit Land This land enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Grasp (1)(B) Instant Destroy target creature. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Destroy target creature. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)
Counter target spell unless its controller pays {2}.

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- - - BACK FACE - - -

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

$$\{T\}: \text{Add } \{U\}.$$

- - - BACK FACE - - -

Land

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

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Land

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- - - BACK FACE - - -

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soaring Thought-Thief (U)(B) Creature -- Human Rogue Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soaring Thought-Thief (U)(B) Creature -- Human Rogue Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soaring Thought-Thief (U)(B) Creature -- Human Rogue Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Xander's Lounge Land -- Island Swamp Mountain {T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xander's Lounge Land -- Island Swamp Mountain {T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zareth San, the Trickster 3UB Legendary Creature -- Merfolk Rogue Flash {2}{U}{B}, Return an unblocked attacking Rogue you control to its owner's hand: Put this card from your hand onto the battlefield tapped and attacking. Whenever Zareth San deals combat damage to a player, you may put target permanent card from that player's graveyard onto the battlefield under your control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zareth San, the Trickster 3UB Legendary Creature -- Merfolk Rogue Flash {2}{U}{B}, Return an unblocked attacking Rogue you control to its owner's hand: Put this card from your hand onto the battlefield tapped and attacking. Whenever Zareth San deals combat damage to a player, you may put target permanent card from that player's graveyard onto the battlefield under your control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Dispute 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kaito Shizuki 1UB Legendary Planeswalker -- Kaito At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle." [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Power Word Kill 1B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Enfeeblement B Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Enfeeblement B Instant Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Siphon Insight UB Instant Look at the top two cards of target opponent's library. Exile one of them face down and put the other on the bottom of that library. You may play the exiled card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell. Flashback {1}{U}{B} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Siphon Insight UB Instant Look at the top two cards of target opponent's library. Exile one of them face down and put the other on the bottom of that library. You may play the exiled card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell. Flashback {1}{U}{B} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Meathook Massacre XBB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Meathook Massacre XBB Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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