

<div> Archfiend of the Dross 2BB </div> <div> Creature -- Phyrexian Demon </div> <div> <p>Flying</p> <p>This creature enters with four oil counters on it.</p> <p>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.</p> <p>Whenever a creature an opponent controls dies, its controller loses 2 life.</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ashiok, Dream Render 1U/BU/B </div> <div> Legendary Planeswalker -- Ashiok </div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Brazen Borrower 1UU </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> </div> <div> <div>3/1</div> </div> <div> - - - ADVENTURE - - - </div> <div> Petty Theft 1U </div> <div> Instant -- Adventure </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Censor 1U </div> <div> Instant </div> <div> <p>Counter target spell unless its controller pays {1}.</p> <p>Cycling {U} ({U}, Discard this card: Draw a card.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Cling to Dust B </div> <div> Instant </div> <div> <p>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.</p> <p>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Consider U </div> <div> Instant </div> <div> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cut Down B </div> <div> Instant </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Darkslick Shores </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Darkslick Shores </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Deadly Cover-Up <div> 3 B B </div> </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Deduce <div> 1 U </div> </div> <div> Instant </div> <div> <p>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Dig Through Time <div> 6 U U </div> </div> <div> Instant </div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Drown in the Loch <div> U B </div> </div> <div> Instant </div> <div> <p>Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Duress <div> B </div> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ertai Resurrected <div> 2 U B </div> </div> <div> Legendary Creature -- Phyrexian Human Wizard </div> <div> Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card.</div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Extinction Event <div> 3 B </div> </div> <div> Sorcery </div> <div> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Field of Ruin</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Field of Ruin</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Field of Ruin</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Geier Reach Sanitarium</div></div> <div>Legendary Land</div> <div>{T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Go for the Throat</div><div>1B</div></div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hall of Storm Giants</div></div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Liliana of the Veil 1B B</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Long Goodbye 1 B</div> <div>Instant</div> <div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Memory Deluge 2 U U</div> <div>Instant</div> <div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Metamorphic Alteration 1 U</div> <div>Enchantment -- Aura</div> <div>Enchant creature As this Aura enters, choose a creature. Enchanted creature is a copy of the chosen creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mirrex</div> <div>Land -- Sphere</div> <div>{T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Narset, Parter of Veils 1 U U</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Opt</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Ottawara, Soaring City</div> </div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Path of Peril</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Phantom Interference</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Power Word Kill</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Reckoner Bankbuster</div> <div> <div>2</div> </div> </div> <div>Artifact -- Vehicle</div> <div>This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Restless Reef</div> </div> <div>Land</div> <div>This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Shark Typhoon</div><div>5U</div></div> <div>Enchantment</div> <div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sheoldred's Edict</div><div>1B</div></div> <div>Instant</div> <div>Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shipwreck Marsh</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Shipwreck Marsh</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shipwreck Marsh</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shipwreck Marsh</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Siphon Insight</div><div>UB</div></div> <div>Instant</div> <div>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}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tishana's Tidebinder</div> <div>Creature -- Merfolk Wizard</div> <div>Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Treasure Cruise</div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - Gcool_ko - Pioneer (Pioneer League)

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;
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

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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.

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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.

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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.

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Chrome Host Seedshark (2)(U)

Creature -- Phyrexian Shark

Flying
Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)

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Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

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Fatal Push (B)

Instant

Destroy target creature if it has mana value 2 or less.
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push (B)

Instant

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Fatal Push ⓑ </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>[sideboard]</div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Go Blank ②ⓑ </div> <div> Sorcery </div> <div> <p>Target player discards two cards. Then exile that player's graveyard.</p> </div> <div> <div>[sideboard]</div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Graveyard Trespasser ②ⓑ </div> <div> Creature -- Human Werewolf </div> <div> <p>Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> </div> <div> <div>[sideboard]</div> <div>3/3</div> </div> <div> <div>--- BACK FACE ---</div> <div> Graveyard Glutton </div> <div> Creature -- Werewolf </div> <div> <p>Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> </div> <div> <div>[sideboard]</div> <div>4/4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Jace, Vryn's Prodigy ①ⓤ </div> <div> Legendary Creature -- Human Wizard </div> <div> <p>{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.</p> </div> <div> <div>[sideboard]</div> <div>0/2</div> </div> <div> <div>--- BACK FACE ---</div> <div> Jace, Telepath Unbound </div> <div> Legendary Planeswalker -- Jace </div> <div> <p>[+1]: Up to one target creature gets -2/-0 until your next turn.</p> <p>[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.</p> <p>[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."</p> </div> <div> <div>[sideboard]</div> <div>L 5</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Kalitas, Traitor of Ghet ②ⓑⓑ </div> <div> Legendary Creature -- Vampire Warrior </div> <div> <p>Lifelink</p> <p>If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.</p> <p>{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</p> </div> <div> <div>[sideboard]</div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Lutri, the Spellchaser ①ⓤ/Rⓤ/R </div> <div> Legendary Creature -- Elemental Otter </div> <div> <p>Companion -- Each nonland card in your starting deck has a different name. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>Flash</p> <p>When Lutri enters, if you cast it, copy target instant or sorcery spell you control. You may choose new targets for the copy.</p> </div> <div> <div>[sideboard]</div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Mystical Dispute ②ⓤ </div> <div> Instant </div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> </div> <div> <div>[sideboard]</div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Notion Thief ②ⓤⓑ </div> <div> Creature -- Human Rogue </div> <div> <p>Flash</p> <p>If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.</p> </div> <div> <div>[sideboard]</div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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Path of Peril

① ② ③

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Destroy all creatures [with mana value 2 or less].

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path of Peril

①BB

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Destroy all creatures [with mana value 2 or less].

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse

②

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

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