

<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Chaos Defiler</div><div>Artifact Creature -- Demon Construct</div><div>Trample Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

City of Traitors

Land

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

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① ②

Enchantment

You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.

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① ②

Enchantment

You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.

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① ② U

Enchantment

You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

Enchantment

You may have this enchantment enter as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types.

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⑥

Artifact

When this artifact enters, draw three cards.

{T}: Add three mana of any one color.

Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Artifact

When this artifact enters, draw three cards.

[T]: Add three mana of any one color.

Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Artifact

When this artifact enters, draw three cards.

{T}: Add three mana of any one color.

Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.

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<div> <div>Coveted Jewel6</div> <div>Artifact</div> <div> <p>When this artifact enters, draw three cards.</p> <p>{T}: Add three mana of any one color.</p> <p>Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.</p> </div> <div> <div>15/15</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Emrakul, the Aeons Torn15</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div> <div>15/15</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Flooded Strand</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Flooded Strand</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Force of Will3UU</div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Counter target spell.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Force of Will3UU</div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Counter target spell.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Force of Will3UU</div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Counter target spell.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Force of Will3UU</div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Counter target spell.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>Grim Monolith2</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grim Monolith2</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grim Monolith2</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grim Monolith2</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal0</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Paradox Engine</div><div>Legendary Artifact</div><div>Whenever you cast a spell, untap all nonland permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phyrexian Metamorph</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.) You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phyrexian Metamorph</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.) You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Phyrexian Metamorph</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.) You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Phyrexian Metamorph</div><div><div>3</div><div>UP</div></div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div><div>{U/P} can be paid with either {U} or 2 life.) You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Polluted Delta</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Relic of Sauron</div><div><div>4</div></div><div>Artifact</div><div><div>{T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Relic of Sauron</div><div><div>4</div></div><div>Artifact</div><div><div>{T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Scalding Tarn</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Show and Tell</div><div><div>2</div><div>U</div></div><div>Sorcery</div><div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Show and Tell</div><div><div>2</div><div>U</div></div><div>Sorcery</div><div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Show and Tell</div><div><div>2</div><div>U</div></div><div>Sorcery</div><div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Thundering Falls</div> <div> <div>Land -- Island Mountain</div> </div> </div> <div> <div> <div>{T}: Add {U} or {R}.)</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Transmute Artifact</div> <div> <div>UU</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Transmute Artifact</div> <div> <div>UU</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Transmute Artifact</div> <div> <div>UU</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> Transmute Artifact UU </div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Undercity Sewers </div> <div>Land -- Island Swamp</div> <div> <p>({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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Underground Sea </div> <div>Land -- Island Swamp</div> <div> <p>({T}): Add {U} or {B}.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Volcanic Island </div> <div>Land -- Island Mountain</div> <div> <p>({T}): Add {U} or {R}.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Abrade 1R </div> <div>Instant</div> <div> <p>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Abrade 1R </div> <div>Instant</div> <div> <p>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Chaos Defiler 3BR </div> <div>Artifact Creature -- Demon Construct</div> <div> <p>Trample Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dismember 1BPBP </div> <div>Instant</div> <div> <p>({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - zoranc - Legacy (Legacy League)

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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><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Helm of Obedience</div><div>④</div></div><div><div>Artifact</div><div>{X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> Leyline of the Void 2 B B </div> <div> Enchantment </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> </div> <div> [sideboard] </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Orcish Bowmasters 1 B </div> <div> Creature -- Orc Archer </div> <div> <p>Flash</p> <p>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div> [sideboard] </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Orcish Bowmasters 1 B </div> <div> Creature -- Orc Archer </div> <div> <p>Flash</p> <p>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div> [sideboard] </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	

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