

U

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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({T} : Add {B} or {G} .)

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{T}, Sacrifice this artifact: Add three mana of any one color.

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Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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U

Draw three cards, then put two cards from your hand on top of your library in any order.

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① ⑥

Activated abilities of artifacts
can't be activated.

2/2

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① ⑥

Activated abilities of artifacts
can't be activated.

2/2

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Collector Ouphe (1)(G) Creature -- Ouphe Activated abilities of artifacts can't be activated. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe (1)(G) Creature -- Ouphe Activated abilities of artifacts can't be activated. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze (1)(U) Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathrite Shaman (B/G) Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Tutor (1)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Dig Through Time</div><div>6UUU</div></div><div><div>Instant</div><div>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.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Force of Negation</div><div>1UUU</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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Force of Negation</div><div>1UUU</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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Force of Vigor</div><div>2GGG</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Force of Vigor</div><div>2GGG</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Force of Will</div><div>3UUU</div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Force of Will</div><div>3UUU</div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Force of Will</div><div>3UUU</div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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Basic Land -- Forest

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

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UP

($\{U/P\}$ can be paid with either $\{U\}$
or 2 life.)
Look at target player's hand.
Draw a card.

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②③

Flash
If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

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B G U

Each opponent can't draw more than one card each turn.
Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card.

3/3

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3 U U

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.)

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UP

{U/P} can be paid with either {U
or 2 life.)
Counter target spell with mana value
1.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Mox Emerald

0

Artifact

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

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Mox Jet

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Sapphire

①

Artifact

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

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Oko, Thief of Crowns (1)(G)(U)

1 G U

Legendary Planeswalker -- Oko

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[+2]: Create a Food token. (It's an
artifact with "{2}, {1}", Sacrifice
this token: You gain 3 life.")
[+1]: Target artifact or creature
loses all abilities and becomes a
green Elk creature with base power
and toughness 3/3.
[-5]: Exchange control of target
artifact or creature you control and
target creature an opponent controls
with power 3 or less.
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ok, Thief of Crowns (1)(G)(U)

1 G U

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.

[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Okko, Thief of Crowns (1)(G)(U)

1 G U

Legendary Planeswalker -- 0ko

```
[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Opposition Agent</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Human Rogue</div><div>Flash You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strip Mine</div><div></div></div> <div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sylvan Library</div><div><div>1</div><div>G</div></div></div> <div><div>Enchantment</div><div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Lhurgoyf</div><div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div><div>* / 1 + *</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tarmogoyf</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Lhurgoyf</div><div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div><div>* / 1 + *</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Time Walk</div><div><div>1</div><div>U</div></div></div> <div><div>Sorcery</div><div>Take an extra turn after this one.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Tropical Island</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tropical Island</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tropical Island</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Abrupt Decay</div><div>BG</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Assassin's Trophy</div><div>BG</div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Endurance</div><div>1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Energy Flux</div><div>2U</div><div>Enchantment</div><div>All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

② ③

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All artifacts have "At the beginning
of your upkeep, sacrifice this
artifact unless you pay {2}."
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B

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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① U U

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.

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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1 B

Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

2/1

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2 B B

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.

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2 B B

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.

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<div> <div>Leyline of the Void 2BB</div> <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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Leyline of the Void 2BB</div> <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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The Tabernacle at Pendrell Vale</div> <div> <div>Legendary Land</div> <div> <p>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	