

Castle Locthwain <hr/> Land <hr/> This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.	Counterspell (U)(U) <hr/> Instant <hr/> Counter target spell.	Counterspell (U)(U) <hr/> Instant <hr/> Counter target spell.	Counterspell (U)(U) <hr/> Instant <hr/> Counter target spell.
Counterspell (U)(U) <hr/> Instant <hr/> Counter target spell.	Death's Shadow (B) <hr/> Creature -- Avatar <hr/> This creature gets -X/-X, where X is your life total.	Death's Shadow (B) <hr/> Creature -- Avatar <hr/> This creature gets -X/-X, where X is your life total.	Death's Shadow (B) <hr/> Creature -- Avatar <hr/> This creature gets -X/-X, where X is your life total.
<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>13/13</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>13/13</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>13/13</div>

<div> Death's Shadow (B) </div> <div> Creature -- Avatar </div> <div> This creature gets -X/-X, where X is your life total. </div> <div> <div>13/13</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dress Down (1)(U) </div> <div> Enchantment </div> <div> Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dress Down (1)(U) </div> <div> Enchantment </div> <div> Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dress Down (1)(U) </div> <div> Enchantment </div> <div> Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Drown in the Loch (U)(B) </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fatal Push (B) </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 PLAY botbox.dev </div>	<div> Fatal Push (B) </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 PLAY botbox.dev </div>	<div> Fatal Push (B) </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 PLAY botbox.dev </div>

<div><div><div>Fatal Push</div><div>B</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Island</div><div></div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Bauble</div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Bauble</div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div>Nethergoyf</div> <div> <div> <div></div> <div>B</div> </div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</div> <div>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> </div> <div> <div></div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nethergoyf</div> <div> <div> <div></div> <div>B</div> </div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</div> <div>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> </div> <div> <div></div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nethergoyf</div> <div> <div> <div></div> <div>B</div> </div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</div> <div>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> </div> <div> <div></div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nethergoyf</div> <div> <div> <div></div> <div>B</div> </div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.</div> <div>Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div> </div> <div> <div></div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Otawara, Soaring City</div> <div> <div></div> </div> </div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {U}.</div> <div>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> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Polluted Delta</div> <div> <div></div> </div> </div> <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> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Polluted Delta</div> <div> <div></div> </div> </div> <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> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Polluted Delta</div> <div> <div></div> </div> </div> <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> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Land

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

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U

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.

Discard a card: Put a +1/+1 counter on this creature.

Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</div></div><div>Creature -- Wraith</div><div>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.)</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thoughtseize</div><div><div>B</div></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>	<div><div>Thoughtseize</div><div><div>B</div></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>
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Verdant Catacombs

Land

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Consign to Memory

U

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Consign to Memory

U

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Damping Sphere

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

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Damping Sphere

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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1 U U

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

[sideboard]

2/2

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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① ②

Flash
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.

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① ② B

Flash
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.

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2 U U

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

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<div> <div> Subtlety <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div> Creature -- Elemental Incarnation </div> <div> Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. [sideboard] </div> <div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Toxic Deluge <div> <div>2</div> <div>B</div> </div> </div> <div> <div> Sorcery </div> <div> As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Unlicensed Hearse <div> <div>2</div> </div> </div> <div> <div> Artifact -- Vehicle </div> <div> {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 [sideboard] </div> <div> <div>*/*</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	
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