

Aclazotz, Deepest Betrayal

Card

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Cornucopia (2)(G)

Artifact

Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.

{T}: Add one mana of any color.

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Annie Joins Up 1 R G W

Legendary Enchantment

When *Annie Joins Up* enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time.

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Atraxa, Grand Unifier (3)(G)(W)(U)(B)

Legendary Creature -- Phyrexian Angel

Flying, vigilance, deathtouch, lifelink

When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

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Ertai Resurrected (2)(U)(B) Legendary Creature -- Phyrexian Human Wizard 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Basic Land -- Forest

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

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Legendary Creature -- Frog Wizard Noble
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Deathtouch
You may look at the top card of your
library any time.
You may play lands and cast spells
with mana value 4 or greater from
the top of your library.
{1}: Surveil 2.

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2/4
bothox.dev

Legendary Creature -- Phyrexian Zombie Elf

First strike, deathtouch
Whenever Glissa Sunslayer deals
combat damage to a player, choose
one --

- * You draw a card and lose 1 life.
- * Destroy target enchantment.
- * Remove up to three counters from target permanent.

3/3

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Instant
Destroy target nonartifact creature.

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Go for the Throat 1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jodah, the Unifier WUBRG Legendary Creature -- Human Wizard Legendary creatures you control get +X/+X, where X is the number of legendary creatures you control. Whenever you cast a legendary spell from your hand, exile cards from the top of your library until you exile a legendary nonland card with lesser mana value. You may cast that card without paying its mana cost. Put the rest on the bottom of your library in a random order. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jodah, the Unifier WUBRG Legendary Creature -- Human Wizard Legendary creatures you control get +X/+X, where X is the number of legendary creatures you control. Whenever you cast a legendary spell from your hand, exile cards from the top of your library until you exile a legendary nonland card with lesser mana value. You may cast that card without paying its mana cost. Put the rest on the bottom of your library in a random order. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malcolm, Alluring Scoundrel 1U Legendary Creature -- Siren Pirate Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omnath, Locus of All WUBRG Legendary Creature -- Phyrexian Elemental If you would lose unspent mana, that mana becomes black instead. At the beginning of your first main phase, look at the top card of your library. You may reveal that card if it has three or more colored mana symbols in its mana cost. If you do, add three mana in any combination of its colors and put it into your hand. If you don't reveal it, put it into your hand. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Raucous Theater Land -- Swamp Mountain (T): Add {B} or {R}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Legends 3 Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Legends 3 Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Legends 3 Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Legends 3 Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rona, Herald of Invasion Card ----- OTHER FACE ----- Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rona, Herald of Invasion Card ----- OTHER FACE ----- Rona, Herald of Invasion Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowy Backstreet Land -- Plains Swamp ({T}: Add {W} 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shadowy Backstreet Land -- Plains Swamp ({T}: Add {W} 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls Land -- Island Mountain ({T}: Add {U} or {R}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundering Falls Land -- Island Mountain ({T}: Add {U} or {R}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinybones, the Pickpocket B Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Glistening Deluge 1 B B Sorcery All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistening Deluge 1 B B Sorcery All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Fiora 4 B B Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, choose one or both -- * Destroy all legendary creatures. * Destroy all nonlegendary creatures. [sideboard] D 4 ----- - - - BACK FACE - - - Marchesa, Resolute Monarch Legendary Creature -- Human Noble Menace, deathtouch Whenever Marchesa attacks, remove all counters from up to one target permanent. At the beginning of your upkeep, if you haven't been dealt combat damage since your last turn, you draw a card and you lose 1 life. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithomantic Barrage R Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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