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| <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 |

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| <div> <b>Beseech the Mirror</b> <span>1B B B</span> </div> <div>Sorcery</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Beseech the Mirror</b> <span>1B B B</span> </div> <div>Sorcery</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Beseech the Mirror</b> <span>1B B B</span> </div> <div>Sorcery</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Beseech the Mirror</b> <span>1B B B</span> </div> <div>Sorcery</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> <div>BACK FACE</div> </div> <div> <div><b>Boggart Bog</b></div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> <div>BACK FACE</div> </div> <div> <div><b>Boggart Bog</b></div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> <div>BACK FACE</div> </div> <div> <div><b>Boggart Bog</b></div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> <div>BACK FACE</div> </div> <div> <div><b>Boggart Bog</b></div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         |

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| <div> <div>Creeping Chill</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Creeping Chill</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Creeping Chill</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Creeping Chill</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Emeria's Call</div> <div> <div>4</div> <div>W</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Emeria's Call</div> <div> <div>4</div> <div>W</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                     | <div> <div>Fell the Profane</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                | <div> <div>Fell the Profane</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                |
| <div> <div>Emeria, Shattered Skyclave</div> <div>Land</div> </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                               | <div> <div>Emeria, Shattered Skyclave</div> <div>Land</div> </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                               | <div> <div>Fell Mire</div> <div>Land</div> </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                | <div> <div>Fell Mire</div> <div>Land</div> </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                |

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| <b>Fell the Profane</b> (2)(B)(B)<br>Instant<br>Destroy target creature or planeswalker.<br><br><div> <div>BACK FACE</div> </div><br><b>Fell Mire</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fell the Profane</b> (2)(B)(B)<br>Instant<br>Destroy target creature or planeswalker.<br><br><div> <div>BACK FACE</div> </div><br><b>Fell Mire</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Glasswing Grace</b> (3)(W/B)(W/B)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature gets +2/+2 and has flying and lifelink.<br><br><div> <div>BACK FACE</div> </div><br><b>Age-Graced Chapel</b><br>Land<br>This land enters tapped. {T}: Add {W} or {B}.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Goblin Charbelcher</b> (4)<br>Artifact<br>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Jack-o' -Lantern</b> (1)<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card.<br>{1}, Exile this card from your graveyard: Add one mana of any color.<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                        | <b>Memory's Journey</b> (1)(U)<br>Instant<br>Target player shuffles up to three target cards from their graveyard into their library.<br>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev              | <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                           | <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            |

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| <div> <div>Narcomoeba</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Illusion</div> <div> <div>Flying</div> <div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div> <div>Pentad Prism</div> <div>2</div> </div> <div>Artifact</div> <div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</div> <div>Remove a charge counter from this artifact: Add one mana of any color.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div> <div>Pentad Prism</div> <div>2</div> </div> <div>Artifact</div> <div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</div> <div>Remove a charge counter from this artifact: Add one mana of any color.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div> <div>Pentad Prism</div> <div>2</div> </div> <div>Artifact</div> <div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</div> <div>Remove a charge counter from this artifact: Add one mana of any color.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        |
| <div> <div>Pentad Prism</div> <div>2</div> </div> <div>Artifact</div> <div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</div> <div>Remove a charge counter from this artifact: Add one mana of any color.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Phantasmagorian</div> <div> <div>5</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Horror</div> <div> <div>When you cast this spell, any player may discard three cards. If a player does, counter Phantasmagorian.</div> <div>Discard three cards: Return this card from your graveyard to your hand.</div> </div> <div> <div>6/6</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Razorgrass Ambush</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Razorgrass Field</div> </div> <div>Land</div> <div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div> <div>{T}: Add {W}.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Razorgrass Ambush</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Razorgrass Field</div> </div> <div>Land</div> <div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div> <div>{T}: Add {W}.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - JTlemmon - Modern (Modern Challenge 32)

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; 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 5/11 - 8 cards - 2.5 x 3.5 in each

Razorgrass Ambush

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

BACK FACE

Razorgrass Field

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Razorgrass Ambush

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

BACK FACE

Razorgrass Field

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Salvage Titan

Artifact Creature -- Golem

You may sacrifice three artifacts rather than pay this spell's mana cost.  
Exile three artifact cards from your graveyard: Return this card from your graveyard to your hand.

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Sink into Stupor

Instant

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

BACK FACE

Soporific Springs

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

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Solar Transformer

Artifact

This artifact enters tapped.  
When this artifact enters, you get {E}{E}{E} (three energy counters).  
{T}: Add {C}.  
{T}, Pay {E}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Solar Transformer

Artifact

This artifact enters tapped.  
When this artifact enters, you get {E}{E}{E} (three energy counters).  
{T}: Add {C}.  
{T}, Pay {E}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

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Artifact

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Solar Transformer

Artifact

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{T}: Add {C}.  
{T}, Pay {E}: Add one mana of any color.

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②

Equipped creature gets +1/+2.  
Equip {2}

Whenever a 1/1 creature you control enters, you may return this card from your graveyard to the battlefield, then attach it to that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Equipped creature gets +1/+2.  
Equip {2}

Whenever a 1/1 creature you control enters, you may return this card from your graveyard to the battlefield, then attach it to that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Equipped creature gets +1/+2.  
Equip {2}  
Whenever a 1/1 creature you control enters, you may return this card from your graveyard to the battlefield, then attach it to that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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{T}: Add {C}.
{T}: Add {U} or {B}. This artifact
deals 1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

```
{T}: Add {C}.
{T}: Add {U} or {B}. This artifact
deals 1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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{T}: Add {C}.
{T}: Add {W} or {B}. This artifact
deals 1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

```
{T}: Add {C}.
{T}: Add {W} or {B}. This artifact
deals 1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ②②

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

1/3

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| <p><b>Undercity Informer</b> (2)(B)</p> <p>Creature -- Human Rogue</p> <p>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Undercity Informer</b> (2)(B)</p> <p>Creature -- Human Rogue</p> <p>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Undercity Informer</b> (2)(B)</p> <p>Creature -- Human Rogue</p> <p>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Undercity Informer</b> (2)(B)</p> <p>Creature -- Human Rogue</p> <p>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Unearth</b> (B)</p> <p>Sorcery</p> <p>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                              | <p><b>Vengevine</b> (2)(G)(G)</p> <p>Creature -- Elemental</p> <p>Haste<br/>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             | <p><b>Vengevine</b> (2)(G)(G)</p> <p>Creature -- Elemental</p> <p>Haste<br/>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             | <p><b>Vengevine</b> (2)(G)(G)</p> <p>Creature -- Elemental</p> <p>Haste<br/>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             |

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| <div><div>Vengevine</div><div><div>2</div><div>6</div><div>6</div></div><div>Creature -- Elemental</div><div>Haste<br/>Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deafening Silence</div><div><div>W</div></div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Deafening Silence</div><div><div>W</div></div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Force of Despair</div><div><div>1</div><div>B</div><div>B</div></div><div>Instant</div><div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |

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| <div><div><div>Force of Despair</div><div>1BB</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</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 Sanctity</div><div>2WW</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. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</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 Sanctity</div><div>2WW</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. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</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 Sanctity</div><div>2WW</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. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Pact of Negation</div><div>0</div></div><div><div>Instant</div><div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              | <div><div><div>Pact of Negation</div><div>0</div></div><div><div>Instant</div><div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   | <div><div><div>Pact of Negation</div><div>0</div></div><div><div>Instant</div><div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   | <div><div><div>Pact of Negation</div><div>0</div></div><div><div>Instant</div><div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   |

Static Prison

W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Suppression Field

1W

Enchantment

Activated abilities cost {2} more to activate unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev