

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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U

Target player draws three cards.

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2 B

Deathtouch, lifelink
Barrowgoyf'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. Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.

$$*/1+*$$

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

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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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Activated abilities of artifacts
can't be activated.

2/2

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① ② G

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Collector Ouphe 1 6 Creature -- Ouphe Activated abilities of artifacts can't be activated. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathrite Shaman B 6 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathrite Shaman B 6 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathrite Shaman B 6 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deathrite Shaman B 6 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Tutor 1 B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dig Through Time 6 U U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

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Instant

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Gitaxian Probe UP Sorcery {U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedge Maze Land -- Forest Island {T}: Add {G} or {U}.) 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 PLAYbotbox.dev	Leovold, Emissary of Trest BGU Legendary Creature -- Elf Advisor 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Misstep UP Instant {U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mindbreak Trap 2UU Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mindbreak Trap 2UU Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mox Emerald Artifact {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Jet Artifact {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Sapphire Artifact {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orcish Bowmasters Creature -- Orc Archer 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plagon, Lord of the Beach Legendary Creature -- Starfish Wizard When Plagon enters, draw a card for each creature you control with toughness greater than its power. {W/U}: Target creature you control assigns combat damage equal to its toughness rather than its power this turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plagon, Lord of the Beach Legendary Creature -- Starfish Wizard When Plagon enters, draw a card for each creature you control with toughness greater than its power. {W/U}: Target creature you control assigns combat damage equal to its toughness rather than its power this turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ponder Ⓢ Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder Ⓢ Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog ⓈⓅ 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	Psychic Frog ⓈⓅ 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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Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Time Walk Sorcery Take an extra turn after this one. 1U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tropical Island Land -- Forest Island {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tropical Island Land -- Forest Island {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yuriko, the Tiger's Shadow Legendary Creature -- Human Ninja Commander ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand or the command zone tapped and attacking.) Whenever a Ninja you control deals combat damage to a player, reveal the top card of your library and put that card into your hand. Each opponent loses life equal to that card's mana value. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrupt Decay Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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Counter target instant or sorcery spell unless its controller pays {1}.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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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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Choose one --

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

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Soul Rend 1 B Instant Destroy target creature if it's white. A creature destroyed this way can't be regenerated. Draw a card at the beginning of the next turn's upkeep. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Rend 1 B Instant Destroy target creature if it's white. A creature destroyed this way can't be regenerated. Draw a card at the beginning of the next turn's upkeep. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Tabernacle at Pendrell Vale Legendary Land All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	