

Archon of Cruelty 6BB Creature -- Archon Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Cruelty 6BB Creature -- Archon Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Cruelty 6BB Creature -- Archon Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archon of Cruelty 6BB Creature -- Archon Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain (T): Add B or R.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwarven Mine Land -- Mountain {T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dwarven Mine Land -- Mountain {T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwarven Mine Land -- Mountain {T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwarven Mine Land -- Mountain {T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire 1R Instant Fire deals 2 damage divided as you choose among one or two targets. ----- RIGHT HALF ----- Ice 1U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fire 1R Instant Fire deals 2 damage divided as you choose among one or two targets. ----- RIGHT HALF ----- Ice 1U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indomitable Creativity XR Sorcery Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indomitable Creativity XR Sorcery Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indomitable Creativity XR Sorcery Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismari Command 1 U R Instant Choose two -- * Prismari Command deals 2 damage to any target. * Target player draws two cards, then discards two cards. * Target player creates a Treasure token. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Prismari Command 1 U R Instant Choose two -- * Prismari Command deals 2 damage to any target. * Target player draws two cards, then discards two cards. * Target player creates a Treasure token. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raugrin Triome Land -- Island Mountain Plains ({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1WU Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1WU Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 1WU Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Transmogrify 3R Sorcery Exile target creature. That creature's controller reveals cards from the top of their library until they reveal a creature card. That player puts that card onto the battlefield, then shuffles the rest into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn and Six RG Legendary Planeswalker -- Wrenn [+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.) L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

RG

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[+1]: Return up to one target land card from your graveyard to your hand.
[-1]: Wrenn and Six deals 1 damage to any target.
[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)
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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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```

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Mountain Forest

([T]: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Until end of turn, if a creature would enter and it wasn't cast, exile it instead.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Until end of turn, if a creature would enter and it wasn't cast, exile it instead.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Flying
As Iona enters, choose a color.
Your opponents can't cast spells of
the chosen color.

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7/7

Ⓒ

Destroy target artifact or
enchantment. Its controller gains 4
life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Destroy target artifact or enchantment. Its controller gains 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veil of Summer Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veil of Summer Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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