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| <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div><b>Blightstep Pathway</b></div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><b>Searstep Pathway</b></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div><b>Blightstep Pathway</b></div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><b>Searstep Pathway</b></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blightstep Pathway</b></div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><b>Searstep Pathway</b></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blightstep Pathway</b></div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><b>Searstep Pathway</b></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodtithe Harvester</b> (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cauldron Familiar</b> (B)</div><div>Creature -- Cat</div><div>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              |

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| <b>Cauldron Familiar</b> <span>(B)</span><br><hr/> Creature -- Cat<br><hr/> <p>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <b>Claim the Firstborn</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> <p>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <b>Claim the Firstborn</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> <p>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        | <b>Deadly Dispute</b> <span>(1)(B)</span><br><hr/> Instant<br><hr/> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             |
| <b>Deadly Dispute</b> <span>(1)(B)</span><br><hr/> Instant<br><hr/> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Deadly Dispute</b> <span>(1)(B)</span><br><hr/> Instant<br><hr/> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Deadly Dispute</b> <span>(1)(B)</span><br><hr/> Instant<br><hr/> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Den of the Bugbear</b><br><hr/> Land<br><hr/> <p>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> |
| <div><div>Fatal Push B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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 B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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 B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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 B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

②R

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and "Whenever this creature deals combat damage to a player or battle, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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## Land

If you control two or more other lands, this land enters tapped.

{T}: Add {B}.

{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Land

If you control two or more other lands, this land enters tapped.

**[T]:** Add {B}.

**[3]{B}:** Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

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## (B)(R)

Legendary Creature -- Elder Giant

When Kroxa enters, sacrifice it unless it escaped.  
Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape--{{B}}{{B}}{{R}}{{R}}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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① B R

Creature -- Devil

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①②③

Creature -- Devil

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① B R

Creature -- Devil

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

1 B R

Creature -- Devil

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div>Sheoldred's Edict1B</div> <div>Instant</div> <div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred's Edict1B</div> <div>Instant</div> <div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sokenzan, Crucible of Defiance</div> <div>Legendary Land</div> <div>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sulfurous Springs</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sulfurous Springs</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Sulfurous Springs</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                   |

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| <div> <b>Takenuma, Abandoned Mire</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Thoughtseize</b> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                            | <div> <b>Thoughtseize</b> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                            | <div> <b>Thoughtseize</b> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>Thoughtseize</b> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                       | <div> <b>Unlucky Witness</b> </div> <div>           Creature -- Human Citizen         </div> <div> <p>When this creature dies, exile the top two cards of your library. Until your next end step, you may play one of those cards.</p> </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Unlucky Witness</b> </div> <div>           Creature -- Human Citizen         </div> <div> <p>When this creature dies, exile the top two cards of your library. Until your next end step, you may play one of those cards.</p> </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Urborg, Tomb of Yawgmoth</b> </div> <div>           Legendary Land         </div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                          |

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| <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Witch's Oven</div><div>Artifact</div><div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |
| <div><div>Ashiok, Dream Render</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ashiok, Dream Render</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Damping Sphere</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Damping Sphere</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑧

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and "Whenever this creature deals combat damage to a player or battle, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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4 R/C

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

5/5

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① ② ③

Choose two --

- \* Return target creature card from your graveyard to your hand.
- \* Target player discards a card.
- \* Destroy target artifact.
- \* Kolaghan's Command deals 2 damage to any target.

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**BR**

When Kroxa enters, sacrifice it unless it escaped.  
Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life.  
Escape--**{B}{B}{R}{R}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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1 B

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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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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| <div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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