

②

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flying, deathtouch
When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 + ***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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 PLAY botbox.dev

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Draw four cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control an Island.
 {T}: Add {U}.
 {2}{U}{U}, {T}: Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clearwater Pathway Card Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cling to Dust Instant Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Creeping Tar Pit Land This land enters tapped. {T}: Add {U} or {B}. {1}{U}{B}: Until end of turn, this land becomes a 3/2 blue and black Elemental creature. It's still a land. It can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptic Command Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damnation Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Add $\{B\}\{B\}\{B\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

```
Choose one --
* Counter target spell with mana
value less than or equal to the
number of cards in its controller's
graveyard.
* Destroy target creature with mana
value less than or equal to the
number of cards in its controller's
graveyard.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U U

Council's dilemma -- Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③ ③

Destroy target creature or planeswalker.

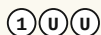
- - - BACK FACE - - -

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial

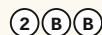


Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Malice



Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

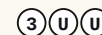
Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will



Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force Spike



Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe



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 PLAY botbox.dev

Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat



Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard Evidence Ⓢ Sorcery Create a 0/3 blue Crab creature token. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Market Land {T}: Add {C}. {T}, Sacrifice a creature: You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocent Blood Ⓑ Sorcery Each player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Mind Sculptor 2UU Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 B B

All creatures get -4/-4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Desert

{T}: Add {C}.
{T}, Sacrifice a creature: Add one mana of any color.
{X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U U

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Counter target spell unless its controller pays {X}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Replicate {U} (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 spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Lapse 1 U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Mystic Confluence 3 U U Instant Choose three. You may choose the same mode more than once. * Counter target spell unless its controller pays {3}. * Return target creature to its owner's hand. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrotic Hex 6 B Sorcery Each player sacrifices six creatures of their choice. You create six tapped 2/2 black Zombie creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters 1 B 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 PLAY botbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. 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 PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Remand Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rise of the Eldrazi Sorcery This spell can't be countered. Destroy target permanent. Target player draws four cards. Take an extra turn after this one. Exile Rise of the Eldrazi. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sauron's Ransom (1UB) Instant Choose an opponent. They look at the top four cards of your library and separate them into a face-down pile and a face-up pile. Put one pile into your hand and the other into your graveyard. The Ring tempts you. 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	Sea Gate Restoration (4UUU) Sorcery Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game. ----- BACK FACE ----- Sea Gate, Reborn 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 botbox.dev	Sheoldred's Edict (1B) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sink into Stupor (1UU) 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 botbox.dev	Snapcaster Mage (1U) Creature -- Human Wizard Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorin's Vengeance (4BBB) Sorcery Sorin's Vengeance deals 10 damage to target player or planeswalker and you gain 10 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

botbox.dev

U

Counter target creature spell with power or toughness 2 or less.

botbox.dev

2 U U

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

3/3

botbox.dev

(**{T}**: Add **{U}** or **{B}**.)
This land enters tapped unless you control two or more basic lands.

botbox.dev

$$(\{T\}: \text{Add } \{B\}.)$$

botbox.dev

$$(\{T\}: \text{Add } \{B\}.)$$

botbox.dev

$$(\{T\}: \text{Add } \{B\}.)$$

botbox.dev

②

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

botbox.dev

8 U U

Target player takes two extra turns after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(**{T}**: Add **{U}** or **{B}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{U\} \text{ or } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

- - - ADVENTURE - - -

① ⑧

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wash Away U Instant Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Counter target spell [that wasn't cast from its owner's hand]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worst Fears 7 B Sorcery You control target player during that player's next turn. Exile Worst Fears. (You see all cards that player could see and make all decisions for them.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidetsugu and Kairi 2 U U B Legendary Creature -- Ogre Demon Dragon Flying When Hidetsugu and Kairi enters, draw three cards, then put two cards from your hand on top of your library in any order. When Hidetsugu and Kairi dies, exile the top card of your library. Target opponent loses life equal to its mana value. If it's an instant or sorcery card, you may cast it without paying its mana cost. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
---	---	--	--