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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Balance</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Baleful Strix</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Artifact Creature -- Bird</div> <div>Flying, deathtouch<br/>When this creature enters, draw a card.</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Barrowgoyf</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Lhurgoyf</div> <div>Deathtouch, lifelink<br/>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.</div> <div> <div>* / 1 + *</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Bayou</div> </div> <div>Land -- Swamp Forest</div> <div>( {T} ): Add {B} or {G}.)</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                 |
| <div> <div>Blood Crypt</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                      | <div> <div>Bloodstained Mire</div> </div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                 | <div> <div>Bloodtithe Harvester</div> <div> <div>B</div> <div>R</div> </div> </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.") {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> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                   | <div> <div>Bring to Light</div> <div> <div>3</div> <div>G</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <b>Chaos Defiler</b> <span>3B R</span> </div> <div>           Artifact Creature -- Demon Construct         </div> <div>           Trample<br/>           Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.         </div> <div> <div>5/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                    | <div> <b>City of Brass</b> </div> <div>           Land         </div> <div>           Whenever this land becomes tapped, it deals 1 damage to you.<br/>           {T}: Add one mana of any color.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                 | <div> <b>Colossal Skyturtle</b> <span>4G G U</span> </div> <div>           Enchantment Creature -- Turtle         </div> <div>           Flying, ward {2}<br/>           Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand.<br/>           Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.         </div> <div> <div>6/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <b>Command Tower</b> </div> <div>           Land         </div> <div>           {T}: Add one mana of any color in your commander's color identity.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                         |
| <div> <b>Corpse Dance</b> <span>2B</span> </div> <div>           Instant         </div> <div>           Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.)<br/>           Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Cosmic Rebirth</b> <span>1G W</span> </div> <div>           Instant         </div> <div>           Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.<br/>           You gain 3 life.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Dance of the Dead</b> <span>1B</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature card in a graveyard<br/>           When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Put enchanted creature card onto the battlefield tapped under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If the player does, untap that creature.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Deafening Clarion</b> <span>1R W</span> </div> <div>           Sorcery         </div> <div>           Choose one or both --<br/>           * Deafening Clarion deals 3 damage to each creature.<br/>           * Creatures you control gain lifelink until end of turn.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div> <b>Deathrite Shaman</b> <span>(B/G)</span> </div> <div>           Creature -- Elf Shaman         </div> <div> <p>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)</p> <p>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.</p> <p>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</p> </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Demand Answers</b> <span>(1/R)</span> </div> <div>           Instant         </div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or discard a card.</p> <p>Draw two cards.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                            | <div> <b>Demonic Tutor</b> <span>(1/B)</span> </div> <div>           Sorcery         </div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Eagles of the North</b> <span>(5/W)</span> </div> <div>           Creature -- Bird Soldier         </div> <div> <p>Flying</p> <p>When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.</p> <p>Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div> <b>Eladamri's Call</b> <span>(G/W)</span> </div> <div>           Instant         </div> <div> <p>Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                               | <div> <b>Emperor of Bones</b> <span>(1/B)</span> </div> <div>           Creature -- Skeleton Noble         </div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Exhume</b> <span>(1/B)</span> </div> <div>           Sorcery         </div> <div> <p>Each player puts a creature card from their graveyard onto the battlefield.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>        | <div> <b>Fable of the Mirror-Breaker</b> <span>(2/R)</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>----- BACK FACE -----</div> <div> <b>Reflection of Kiki-Jiki</b> </div> <div>           Enchantment Creature -- Goblin Shaman         </div> <div> <p>{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.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

**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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① ②

You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by {2}.

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

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3 R R

Double strike  
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.  
Evoke--Exile a red card from your hand.

3/3

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Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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(**{T}**: Add **{W}** or **{B}**.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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

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

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Lightning Bolt deals 3 damage to any target.

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Ⓡ Ⓜ

Lightning Helix deals 3 damage to any target and you gain 3 life.

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4 W B

**Flying**  
Will of the council -- When this creature enters, starting with you, each player votes for grace or condemnation. If grace gets more votes, each player returns each creature card from their graveyard to the battlefield. If condemnation gets more votes or the vote is tied, destroy all creatures other than this creature.

4/4

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①②

Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.

2/1

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{T}, Pay 1 life: Add one mana of any color.

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

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X R G

Ravenous (This creature enters with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.)  
Terror from the Deep -- When this creature enters, it fights up to one target creature an opponent controls. If that creature would die this turn, exile it instead.

**2/2**

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4 B B

When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.

Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

4/4

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| <div> Minsc &amp; Boo, Timeless Heroes 2 R G </div> <div> Legendary Planeswalker -- Minsc </div> <div> <p>When Minsc &amp; Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste.</p> <p>[+1]: Put three +1/+1 counters on up to one target creature with trample or haste.</p> <p>[-2]: Sacrifice a creature. When you do, Minsc &amp; Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards.</p> <p>Minsc &amp; Boo, Timeless Heroes can be your commander.</p> </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Misty Rainforest </div> <div> Land </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                           | <div> Mountain </div> <div> Basic Land -- Mountain </div> <div> <p>{T}: Add {R}.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Necromancy 2 B </div> <div> Enchantment </div> <div> <p>You may cast this spell as though it had flash. If you cast it any time a sorcery couldn't have been cast, the controller of the permanent it becomes sacrifices it at the beginning of the next cleanup step. When this enchantment enters, if it's on the battlefield, it becomes an Aura with "enchant creature put onto the battlefield with Necromancy." Put target creature card from a graveyard onto the battlefield under your control and attach this enchantment to it. When this enchantment leaves the battlefield, that creature's controller sacrifices it.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Oliphaunt 5 R </div> <div> Creature -- Elephant </div> <div> <p>Trample</p> <p>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.</p> <p>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>6/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                             | <div> Phlage, Titan of Fire's Fury 1 R W </div> <div> Legendary Creature -- Elder Giant </div> <div> <p>When Phlage enters, sacrifice it unless it escaped.</p> <p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p> <p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Plains </div> <div> Basic Land -- Plains </div> <div> <p>{T}: Add {W}.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>     | <div> Planar Genesis G U </div> <div> Instant </div> <div> <p>Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                    |

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| <div> <b>Plateau</b> </div> <div> Land -- Mountain Plains </div> <div> ({T}: Add {R} or {W}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                             | <div> <b>Polluted Delta</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                         | <div> <b>Prismatic Vista</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <div>U</div> <div>B</div> </div> <b>Psychic Frog</b> </div> <div> Creature -- Frog </div> <div> Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/> Discard a card: Put a +1/+1 counter on this creature.<br/> Exile three cards from your graveyard: This creature gains flying until end of turn. </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div> <div>3</div> <div>R</div> </div> <b>Pyrogoyf</b> </div> <div> Creature -- Lhurgoyf </div> <div> Pyrogoyf'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.<br/> Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target. </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <div>B</div> </div> <b>Reanimate</b> </div> <div> Sorcery </div> <div> Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sacred Foundry</b> </div> <div> Land -- Mountain Plains </div> <div> ({T}: Add {R} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>      | <div> <b>Savai Triome</b> </div> <div> Land -- Mountain Plains Swamp </div> <div> ({T}: Add {R}, {W}, or {B}.)<br/> This land enters tapped.<br/> Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                              |

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| <div>Savannah</div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                 | <div>Sazacap's Brew</div> <div>Instant</div> <div> Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/> As an additional cost to cast this spell, discard a card.<br/> Target player draws two cards. If the gift was promised, target creature you control gets +2/+0 until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div>Scalding Tarn</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div>Scrubland</div> <div>Land -- Plains Swamp</div> <div> ({T}: Add {W} or {B}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                             |
| <div>Shallow Grave</div> <div>Instant</div> <div> Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div>Supreme Verdict</div> <div>Sorcery</div> <div> This spell can't be countered.<br/> Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                   | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                               | <div>Swords to Plowshares</div> <div>Instant</div> <div> Exile target creature. Its controller gains life equal to its power. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

## Taiga

Land -- Mountain Forest

$$(\{T\}: \text{Add } \{R\} \text{ or } \{G\}.)$$

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**Tainted Indulgence**      (U)(B)

Instant

Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.

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## Teferi, Time Raveler (1)(W)(U)

## 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.

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Territorial Kavu (R)(G)

Creature -- Kavu

Domain -- Territorial Kav'u's power and toughness are each equal to the number of basic land types among lands you control.

Whenever this creature attacks, choose one --

- \* Discard a card. If you do, draw a card.
- \* Exile up to one target card from a graveyard.

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## Thrill of Possibility (1)(R)

Instant

As an additional cost to cast this spell, discard a card.  
Draw two cards.

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**Tower Winder**      ①⑥

Creature -- Snake

Reach, deathtouch  
When this creature enters, search your library and/or graveyard for a card named Command Tower, reveal it, and put it into your hand. If you search your library this way, shuffle.

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**Troll of Khazad-dûm** (5)(B)

Creature -- Troll

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

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## Tropical Island

Land -- Forest Island

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

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| <div><div><b>Tundra</b></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><b>Underground Sea</b></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><b>Unholy Heat</b><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Verdant Catacombs</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div><div><b>Volcanic Island</b></div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Watery Grave</b></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {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> | <div><div><b>Windswept Heath</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><b>Wooded Foothills</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Worldly Tutor</div> <div>G</div> <div>Instant</div> <div>Search your library for a creature card, reveal it, then shuffle and put the card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wrenn and Six</div> <div>R G</div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand.<br/>[-1]: Wrenn and Six deals 1 damage to any target.<br/>[-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.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Xander's Lounge</div> <div>Land -- Island Swamp Mountain</div> <div>([T]: Add [U], [B], or [R].)<br/>This land enters tapped.<br/>Cycling [3] ([3], Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Niv-Mizzet Reborn</div> <div>W U B R G</div> <div>Legendary Creature -- Dragon Avatar</div> <div>Flying<br/>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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