

Abrupt Decay B G Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Badlands Land -- Swamp Mountain {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bayou Land -- Swamp Forest {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beseech the Mirror 1 B B B Sorcery Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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	Bonus Round 1 R R Sorcery Until end of turn, whenever a player casts an instant or sorcery spell, that player copies it and may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boseiju, Who Endures 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Ritual ① ⑧ Instant Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. 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
Commercial District Land -- Mountain Forest ({T}: Add {R} or {G}.) 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	Crop Rotation ⑥ Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Vein Land {T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Culling the Weak ⑧ Instant As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Petition 3 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Consultation B Instant Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Counsel 1 B Sorcery Search your library for a Demon card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Demonic Tutor 1 B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Ritual 1 R Instant -- Arcane Add {R}{R}{R}. Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Intent 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dread Fugue B Sorcery Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Land

```
This land enters tapped.
{T}: Add {B}.
{T}, Sacrifice this land: Add
{B}{B}.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

Create a 4/4 red Dragon Elemental creature token with flying and prowess.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.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

ⓇⓇ

Take an extra turn after this one.
At the beginning of that turn's end
step, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

You may sacrifice a nontoken red creature rather than pay this spell's mana cost. Copy target instant or sorcery spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add
{B}{G}.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloom (2)(B) Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Tutor (1)(B)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle. You lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Impulsive Pilferer (R) Creature -- Goblin Pirate When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infernal Plunge (R) Sorcery As an additional cost to cast this spell, sacrifice a creature. Add {R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek (B) Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jeska's Will (2)(R) Sorcery Choose one. If you control a commander as you cast this spell, you may choose both instead. * Add {R} for each card in target opponent's hand. * Exile the top three cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lake of the Dead Land If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add {B}. {T}, Sacrifice a Swamp: Add {B}{B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats 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 PLAYbotbox.dev	Massacre Sorcery If an opponent controls a Plains and you control a Swamp, you may cast this spell without paying its mana cost. All creatures get -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mausoleum Secrets Instant Undergrowth -- Search your library for a black card with mana value less than or equal to the number of creature cards in your graveyard, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Bauble Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Necropotence (B)(B)(B) Enchantment Skip your draw step. Whenever you discard a card, exile that card from your graveyard. Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oliphaunt (5)(R) Creature -- Elephant Trample Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn. Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.) 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opposition Agent (2)(B) Creature -- Human Rogue Flash You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them. 3/2 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
Overgrown Tomb Land -- Swamp Forest ([T]: Add [B] or [G].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peat Bog Land This land enters tapped with two depletion counters on it. [T], Remove a depletion counter from this land: Add [B][B]. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peer into the Abyss (4)(B)(B)(B) Sorcery Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pentad Prism (2) Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

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{T}: Add {C}.
{T}, Sacrifice a creature: Add
{B}{B}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pillage the Bog

B G

Sorcery

Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

Plot $\{1\}\{B\}\{G\}$ (You may pay $\{1\}\{B\}\{G\}$ and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Profane Tutor

Sorcery

Suspend 2-- $\{1\}\{B\}$ (Rather than cast this card from your hand, pay $\{1\}\{B\}$ and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyretic Ritual

① R

Instant

Add $\{R\}\{R\}\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast

®

Instant

Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

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Raucous Theater

Land -- Swamp Mountain

(T): Add {B} or {R}.)
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

Red Elemental Blast

®

Instant

Choose one --

- ```
* Counter target blue spell.
* Destroy target blue permanent.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Redirect Lightning

®

## Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.  
Change the target of target spell or ability with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ricochet Trap

③ ④

Instant -- Trap

If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rite of Flame

®

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sandstone Needle

Land

This land enters tapped with two depletion counters on it.  
 {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

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

## Seething Song

② ③

Instant

Add  $\{R\}\{R\}\{R\}\{R\}\{R\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shambling Ghast

**(B)**

Creature -- Zombie

```
When this creature dies, choose one
--
* Target creature an opponent
controls gets -1/-1 until end of
turn.
* Create a Treasure token. (It's an
artifact with "{T}, Sacrifice this
token: Add one mana of any color.")
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Equipped creature gets +1/-1.  
Whenever equipped creature dies,  
draw two cards.  
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Sacrifice a land: Add one mana of any type the sacrificed land could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R R

Storm (When you cast this spell, copy it for each spell cast before it this turn.)

Exile an instant or sorcery card with mana value 3 or less from your graveyard at random. You may cast it without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

Flying  
Other Dragons you control get +1/+1.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn. Copies become tokens.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)  
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Sylvan Library</b> (1)(G)</p> <p>Enchantment</p> <p>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Taiga</b></p> <p>Land -- Mountain Forest</p> <p>([T]: Add [R] or [G].)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                | <p><b>Tainted Pact</b> (1)(B)</p> <p>Instant</p> <p>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tendrils of Agony</b> (2)(B)(B)</p> <p>Sorcery</p> <p>Target player loses 2 life and you gain 2 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                 | <p><b>Tinder Wall</b> (G)</p> <p>Creature -- Plant Wall</p> <p>Defender (This creature can't attack.)<br/>Sacrifice this creature: Add [R][R]. [R], Sacrifice this creature: It deals 2 damage to target creature it's blocking.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Troll of Khazad-dûm</b> (5)(B)</p> <p>Creature -- Troll</p> <p>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.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                  | <p><b>Underground Mortuary</b></p> <p>Land -- Swamp Forest</p> <p>([T]: Add [B] or [G].)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>       |

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| <div> <div>Unmask</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                              | <div> <div>Urborg, Tomb of Yawgmoth</div> </div> <div>Legendary Land</div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                       | <div> <div>Urza's Bauble</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Saga</div> </div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Veil of Summer</div> <div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Verdant Catacombs</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Windswept Heath</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <div>Wishclaw Talisman</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Artifact</div> <div> <p>This artifact enters with three wish counters on it.</p> <p>{1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                          |

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| <div>Wooded Foothills</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>Yawgmoth's Will</div> <div>Sorcery</div> <div>           Until end of turn, you may play lands and cast spells from your graveyard.<br/>           If a card would be put into your graveyard from anywhere this turn, exile that card instead.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ikra Shidiqi, the Usurper</div> <div>           Legendary Creature -- Snake Wizard           <div>3B6</div> </div> <div>           Menace<br/>           Whenever a creature you control deals combat damage to a player, you gain life equal to that creature's toughness.<br/>           Partner (You can have two commanders if both have partner.)         </div> <div>[sideboard]</div> <div>3/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rograkh, Son of Rohgahh</div> <div>           Legendary Creature -- Kobold Warrior           <div>6</div> </div> <div>           First strike, menace, trample<br/>           Partner (You can have two commanders if both have partner.)         </div> <div>[sideboard]</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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