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| <div><div><div><b>Abrupt Decay</b></div><div><div>B</div><div>G</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                            | <div><div><b>Arid Mesa</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Badlands</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                      | <div><div><b>Bayou</b></div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                 |
| <div><div><div><b>Beseech the Mirror</b></div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>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.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div><div><b>Bloodstained Mire</b></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 PLAYbotbox.dev</div> | <div><div><div><b>Bonus Round</b></div><div><div>1</div><div>R</div><div>R</div></div></div><div><div>Sorcery</div><div>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.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Boseiju, Who Endures</div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>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.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cabal Ritual</div> <div> <div>Instant</div> <div> <p>Add {B}{B}{B}.</p> <p>Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                | <div> <div>Chain of Smog</div> <div> <div>Sorcery</div> <div> <p>Target player discards two cards. That player may copy this spell and may choose a new target for that copy.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                              | <div> <div>City of Traitors</div> <div> <div>Land</div> <div> <p>When you play another land, sacrifice this land.</p> <p>{T}: Add {C}{C}.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Command Tower</div> <div> <div>Land</div> <div> <p>{T}: Add one mana of any color in your commander's color identity.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                | <div> <div>Commercial District</div> <div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} or {G}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Crop Rotation</div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice a land.</p> <p>Search your library for a land card, put that card onto the battlefield, then shuffle.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Crystal Vein</div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Add {C}{C}.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                   |

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| <div><div>Culling the Weak</div><div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div>Dark Petition</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>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}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>        | <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>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.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Demonic Counsel</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Demonic Tutor</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Search your library for a card, put that card into your hand, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div> <div><div>Instant -- Arcane</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Diabolic Intent</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                             | <div><div>Dread Fugue</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                        |

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| <p><b>Duress</b> (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                  | <p><b>Ebon Stronghold</b></p> <p>Land</p> <p>This land enters tapped. {T}: Add {B}. {T}, Sacrifice this land: Add {B}{B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Elemental Eruption</b> (4)(R)(R)</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>       | <p><b>Elvish Spirit Guide</b> (2)(G)</p> <p>Creature -- Elf Spirit</p> <p>Exile this card from your hand: Add {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Fatal Push</b> (B)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Final Fortune</b> (R)(R)</p> <p>Instant</p> <p>Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Flare of Duplication</b> (1)(R)(R)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Geothermal Crevice</b></p> <p>Land</p> <p>This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {B}{G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>  |

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| <div> <b>Greedy Freebooter</b> <span>(B)</span> </div> <div>Creature -- Human Pirate</div> <div> <p>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.")</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Grief</b> <span>(2)(B)(B)</span> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>Menace<br/>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke--Exile a black card from your hand.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Grim Tutor</b> <span>(1)(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                    | <div> <b>Impulsive Pilferer</b> <span>(R)</span> </div> <div>Creature -- Goblin Pirate</div> <div> <p>When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>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.)</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Infernal Plunge</b> <span>(R)</span> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature. Add {R}{R}{R}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                   | <div> <b>Inquisition of Kozilek</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                        | <div> <b>Jeska's Will</b> <span>(2)(R)</span> </div> <div>Sorcery</div> <div> <p>Choose one. If you control a commander as you cast this spell, you may choose both instead.<br/>* Add {R} for each card in target opponent's hand.<br/>* Exile the top three cards of your library. You may play them this turn.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Lake of the Dead</b> </div> <div>Land</div> <div> <p>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.<br/>{T}: Add {B}.<br/>{T}, Sacrifice a Swamp: Add {B}{B}{B}{B}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                           |

① R/G

Add two mana in any combination of colors.  
Draw a card.

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## Land

{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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2 B B

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.

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① ② B

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.

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①

{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.

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Land

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

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Basic Land -- Mountain

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

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BBB

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.

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| <b>Oliphaunt</b> (5)(R)<br><hr/> Creature -- Elephant<br><hr/> Trample<br>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.<br>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)<br><div>6/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Orcish Bowmasters</b> (1)(B)<br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Overgrown Tomb</b><br><hr/> Land -- Swamp Forest<br><hr/> ({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Peat Bog</b><br><hr/> Land<br><hr/> This land enters tapped with two depletion counters on it.<br>{T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Peer into the Abyss</b> (4)(B)(B)(B)<br><hr/> Sorcery<br><hr/> Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                          | <b>Pentad Prism</b> (2)<br><hr/> Artifact<br><hr/> Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br>Remove a charge counter from this artifact: Add one mana of any color.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                           | <b>Phyrexian Tower</b><br><hr/> Legendary Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice a creature: Add {B}{B}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                 | <b>Polluted Delta</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                  |

## Land

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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Land -- Swamp Mountain

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## Instant

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## Instant -- Lesson

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1 B

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

Flashback {6}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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

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## 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.

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## Land

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

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② ③

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

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**B**

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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.")
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1/1

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②R

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}
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| <div> <div>Springleaf Drum</div> <div>1</div> </div> <div>Artifact</div> <div>{T}, Tap an untapped creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                           | <div> <div>Squandered Resources</div> <div>BG</div> </div> <div>Enchantment</div> <div>Sacrifice a land: Add one mana of any type the sacrificed land could produce.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Stormscale Scion</div> <div>4RR</div> </div> <div>Creature -- Dragon</div> <div>Flying<br/>Other Dragons you control get +1/+1.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. Copies become tokens.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        | <div> <div>Street Wraith</div> <div>3BB</div> </div> <div>Creature -- Wraith</div> <div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Strike It Rich</div> <div>R</div> </div> <div>Sorcery</div> <div>Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Swamp</div> </div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div> <div>Sylvan Library</div> <div>1G</div> </div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Taiga</div> </div> <div>Land -- Mountain Forest</div> <div>({T}: Add {R} or {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           |

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| <div> <b>Tainted Pact</b> <span>1B</span> </div> <div>Instant</div> <div> <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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                  | <div> <b>Tendrils of Agony</b> <span>2BB</span> </div> <div>Sorcery</div> <div> <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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                            | <div> <b>Thoughtseize</b> <span>B</span> </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>Tinder Wall</b> <span>G</span> </div> <div>Creature -- Plant Wall</div> <div> <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> </div> <div> <div>0/3</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Traverse the Ulvenwald</b> <span>G</span> </div> <div>Sorcery</div> <div> <p>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Troll of Khazad-dûm</b> <span>5B</span> </div> <div>Creature -- Troll</div> <div> <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> </div> <div> <div>6/5</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Underground Mortuary</b> </div> <div>Land -- Swamp Forest</div> <div> <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> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Unmask</b> <span>3B</span> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand. You choose a nonland card from it. That player discards that card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>          |

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| <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>                                                       | <div> <b>Urza's Bauble</b> <div>           0         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Urza's Saga</b> </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.)<br/>           I -- This Saga gains "{T}: Add {C}."<br/>           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.'"<br/>           III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Veil of Summer</b> <div>           6         </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Verdant Catacombs</b> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Windswept Heath</b> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                              | <div> <b>Wishclaw Talisman</b> <div>           1B         </div> </div> <div>           Artifact         </div> <div> <p>This artifact enters with three wish counters on it.<br/>           {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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                               | <div> <b>Witherbloom Apprentice</b> <div>           B6         </div> </div> <div>           Creature -- Human Druid         </div> <div> <p>Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 1 life and you gain 1 life.</p> </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                     |

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| <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Yawgmoth's Will</b> <div> <div>2</div> <div>B</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ikra Shidiqi, the Usurper</b> <div> <div>3</div> <div>B</div> <div>G</div> </div> </div> <div> Legendary Creature -- Snake Wizard </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> <div>3/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Rograkh, Son of Rohgahh</b> <div> <div>0</div> </div> </div> <div> Legendary Creature -- Kobold Warrior </div> <div> First strike, menace, trample<br/> Partner (You can have two commanders if both have partner.) </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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