

Animate Dead 1 B Enchantment -- Aura Enchant creature card in a graveyard 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." Return enchanted creature card to the battlefield 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/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet 2 Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Badlands Land -- Swamp Mountain {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barbarian Ring Land {T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Barrowgoyf 2 B Creature -- Lhurgoyf 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Bloodghast (B)(B) Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boggart Trawler (2)(B) Creature -- Goblin When this creature enters, exile target player's graveyard. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boltwave (R) Sorcery Boltwave deals 3 damage to each opponent. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broadside Bombardiers (2)(R) Creature -- Goblin Pirate Menace, haste Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent loses 3 life.
Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay $\{R\}$. If the player does, they may copy this spell and may choose a new target for that copy.

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When you play another land,
sacrifice this land.
{T}: Add {C}{C}.

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① ② B

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more --

- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
- * Target creature gets -2/-2 until end of turn.
- * Target opponent loses 2 life and you gain 2 life.

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

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① ②

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

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BB

Shadow (This creature can block or be blocked by only creatures with shadow.)

If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.

{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

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2 B R

As Deadpool enters, you may exchange his text box and another creature's. At the beginning of your upkeep, you lose 3 life.

{3}, Sacrifice this creature: Each other player draws a card.

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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	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. 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	Duress B Sorcery 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	Emperor of Bones 1 B Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant 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 B B

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

① ② R

Flame Rift deals 4 damage to each player.

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

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Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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②③

Devoid (This card has no color.)
This spell costs {2} less to cast if
an opponent controls a multicolored
permanent.
Ghostfire Slice deals 4 damage to
any target.

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Land

$\{T\}$: Add $\{C\}$.
 $\{B/R\}$, $\{T\}$: Add $\{B\}\{B\}$, $\{B\}\{R\}$, or $\{R\}\{R\}$.

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2 B B

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

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Hexing Squelcher (1)(R) Creature -- Goblin Sorcerer This spell can't be countered. Ward--Pay 2 life. Spells you control can't be countered. Other creatures you control have "Ward--Pay 2 life." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hymn to Tourach (B)(B) Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incinerate (1)(R) Instant Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn. 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
Insatiable Avarice (B) Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun (1)(R) Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kroxal, Titan of Death's Hunger (B)(R) Legendary Creature -- Elder Giant When Kroxal enters, sacrifice it unless it escaped. Whenever Kroxal enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape--{B}{B}{R}{R}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laelia, the Blade Reforged (2)(R) Legendary Creature -- Spirit Warrior Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lava Blister ①② Sorcery Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to them. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Spike ② Sorcery -- Arcane Lava Spike deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt ② Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liliana of the Veil ①②③ Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Long Goodbye ①② 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 PLAYbotbox.dev	Magus of the Moon ②② Creature -- Human Wizard Nonbasic lands are Mountains. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malakir Rebirth ② Instant Choose target creature. You lose 2 life. Until end of turn, that creature gains "When this creature dies, return it to the battlefield tapped under its owner's control." ----- -- -- BACK FACE -- -- Malakir Mire Land This land enters tapped. {T}: Add {B}. 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

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nethergoyf 2B Creature -- Lhurgoyf Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opposition Agent 2B 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 PLAYbotbox.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	Party Thrasher 1 R Creature -- Lizard Wizard Noncreature spells you cast from exile have convoke. (Each creature you tap while casting a noncreature spell from exile pays for {1} or one mana of that creature's color.) At the beginning of your first main phase, you may discard a card. If you do, exile the top two cards of your library, then choose one of them. You may play that card this turn. 1/4 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
Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyrogoyf 3 R Creature -- Lhurgoyf 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. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Razorkin Needlehead R R Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redirect Lightning R 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	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Vents Land This land enters tapped. {T}: Add {B} or {R}. {1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land. Whenever this land attacks, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screaming Nemesis 2 R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheoldred, the Apocalypse 2 B B Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinka, the Bloodsoaked Keep Legendary Land {T}: Add {R}. {R}, {T}: Target legendary creature gains first strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shizo, Death's Storehouse Legendary Land {T}: Add {B}. {B}, {T}: Target legendary creature gains fear until end of turn. (It can't be blocked except by artifact creatures and/or black creatures.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skewer the Critics 2R Sorcery Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Skewer the Critics deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slickshot Show-Off 1R Creature -- Bird Wizard Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. Plot {1}{R} (You may pay {1}{R} 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.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfuric Vortex 1RR Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundering Eruption 2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. --- BACK FACE --- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tainted Pact 1 B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tainted Peak Land {T}: Add {C}. {T}: Add {B} or {R}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminate B R Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tersa Lightshatter 2 R Legendary Creature -- Orc Wizard Haste When Tersa Lightshatter enters, discard up to two cards, then draw that many cards. Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Toxic Deluge 2 B Sorcery 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	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.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Untimely Malfunction 1 R Instant Choose one -- * Destroy target artifact. * Change the target of target spell or ability with a single target. * One or two target creatures can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urabrask's Forge Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {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 PLAYbotbox.dev	Vexing Devil Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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