

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. 3/1 ----- BACK FACE ----- Boggart Trawler Creature -- Goblin When this creature enters, exile target player's graveyard. 3/1 Boggart Bog 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	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 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boggart Trawler Creature -- Goblin When this creature enters, exile target player's graveyard. 3/1 ----- BACK FACE ----- Boggart Bog 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
Bonecrusher Giant Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chancellor of the Dross Creature -- Phyrexian Vampire You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way. Flying, lifelink 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B B

You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way.

Flying, lifelink

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B B

You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way.

Flying, lifelink

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B B

You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way.

Flying, lifelink

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Sacrifice this creature: Target player loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Sacrifice this creature: Target player loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B.

Sacrifice this creature: Target player loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Whenever you lose life for the first time each turn, you get {E}. (You get an energy counter. Damage causes loss of life.)
Pay {E}{E}, Sacrifice this enchantment: Each opponent loses 3 life. You gain life equal to the life lost this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Whenever you lose life for the first time each turn, you get {E}. (You get an energy counter. Damage causes loss of life.)

Pay {E}{E}, Sacrifice this enchantment: Each opponent loses 3 life. You gain life equal to the life lost this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gonti's Machinations B Enchantment Whenever you lose life for the first time each turn, you get {E}. (You get an energy counter. Damage causes loss of life.) Pay {E}{E}, Sacrifice this enchantment: Each opponent loses 3 life. You gain life equal to the life lost this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gonti's Machinations B Enchantment Whenever you lose life for the first time each turn, you get {E}. (You get an energy counter. Damage causes loss of life.) Pay {E}{E}, Sacrifice this enchantment: Each opponent loses 3 life. You gain life equal to the life lost this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Graveyard Trespasser 2B Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 --- BACK FACE --- Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grove of the Burnwillows Land {T}: Add {C}. {T}: Add {R} or {G}. Each opponent gains 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grove of the Burnwillows Land {T}: Add {C}. {T}: Add {R} or {G}. Each opponent gains 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grove of the Burnwillows Land {T}: Add {C}. {T}: Add {R} or {G}. Each opponent gains 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Howl of the Horde 2R Sorcery When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. Raid -- If you attacked this turn, when you next cast an instant or sorcery spell this turn, copy that spell an additional time. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Leechridden Swamp Land -- Swamp {T}: Add {B}.) This land enters tapped. {B}, {T}: Each opponent loses 1 life. Activate only if you control two or more black permanents. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lindblum, Industrial Regency Land -- Town This land enters tapped. {T}: Add {R}. ----- -- - ADVENTURE - - - Mage Siege Instant -- Adventure Create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lutri, the Spellchaser Legendary Creature -- Elemental Otter Companion -- Each nonland card in your starting deck has a different name. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flash When Lutri enters, if you cast it, copy target instant or sorcery spell you control. You may choose new targets for the copy. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mayhem Devil Creature -- Devil Whenever a player sacrifices a permanent, this creature deals 1 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mayhem Devil (1)(B)(R) Creature -- Devil Whenever a player sacrifices a permanent, this creature deals 1 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mount Doom Legendary Land {T}, Pay 1 life: Add {B} or {R}. {1}{B}{R}, {T}: Mount Doom deals 1 damage to each opponent. {5}{B}{R}, {T}, Sacrifice Mount Doom and a legendary artifact: Choose up to two creatures, then destroy the rest. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrodominance (B)(B)(B) Legendary Enchantment Skip your draw step. At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards. Your maximum hand size is five. If a card or token would be put into your graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrodominance (B)(B)(B) Legendary Enchantment Skip your draw step. At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards. Your maximum hand size is five. If a card or token would be put into your graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Needlebite Trap (5)(B)(B) Instant -- Trap If an opponent gained life this turn, you may pay {B} rather than pay this spell's mana cost. Target player loses 5 life and you gain 5 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Needlebite Trap (5)(B)(B) Instant -- Trap If an opponent gained life this turn, you may pay {B} rather than pay this spell's mana cost. Target player loses 5 life and you gain 5 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Needlebite Trap (5)(B)(B) Instant -- Trap If an opponent gained life this turn, you may pay {B} rather than pay this spell's mana cost. Target player loses 5 life and you gain 5 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Needlebite Trap (5)(B)(B) Instant -- Trap If an opponent gained life this turn, you may pay {B} rather than pay this spell's mana cost. Target player loses 5 life and you gain 5 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obosh, the Preypiercer (3)(B/R)(B/R) Legendary Creature -- Hellion Horror Companion -- Your starting deck contains only cards with odd mana values and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) If a source you control with an odd mana value would deal damage to a permanent or player, it deals double that damage to that permanent or player instead. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okiba Reckoner Raid (B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okiba Reckoner Raid (B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT 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	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	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	Soul Spike (5)(B)(B) Instant You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Spike 5 B B Instant You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Spike 5 B B Instant You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Spike 5 B B Instant You may exile two black cards from your hand rather than pay this spell's mana cost. Soul Spike deals 4 damage to any target and you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tomb of Urami Legendary Land {T}: Add {B}. Tomb of Urami deals 1 damage to you if you don't control an Ogre. {2}{B}{B}, {T}, Sacrifice all lands you control: Create Urami, a legendary 5/5 black Demon Spirit creature token with flying. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vito, Thorn of the Dusk Rose (2)(B) Legendary Creature -- Vampire Cleric Whenever you gain life, target opponent loses that much life. {3}{B}{B}: Creatures you control gain lifelink until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vito, Thorn of the Dusk Rose (2)(B) Legendary Creature -- Vampire Cleric Whenever you gain life, target opponent loses that much life. {3}{B}{B}: Creatures you control gain lifelink until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vito, Thorn of the Dusk Rose (2)(B) Legendary Creature -- Vampire Cleric Whenever you gain life, target opponent loses that much life. {3}{B}{B}: Creatures you control gain lifelink until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chromatic Lantern (3) Artifact Lands you control have "{T}: Add one mana of any color." {T}: Add one mana of any color. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Lantern 3 Artifact Lands you control have "{T}: Add one mana of any color." {T}: Add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clarion Conqueror 2W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crime 3WB Sorcery Put target creature or enchantment card from an opponent's graveyard onto the battlefield under your control. [sideboard] ----- RIGHT HALF ----- Punishment XBG Sorcery Destroy each artifact, creature, and enchantment with mana value X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crime 3WB Sorcery Put target creature or enchantment card from an opponent's graveyard onto the battlefield under your control. [sideboard] ----- RIGHT HALF ----- Punishment XBG Sorcery Destroy each artifact, creature, and enchantment with mana value X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Force of Despair 1BB Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Despair 1BB Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Despair 1BB Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword-Point Diplomacy 2B Sorcery Reveal the top three cards of your library. For each of those cards, put that card into your hand unless any opponent pays 3 life. Then exile the rest. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Remedy 2 B Enchantment If an opponent would gain life, that player loses that much life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch Breath X R Instant This spell costs {2} less to cast if it targets a blue permanent. This spell can't be countered. Torch Breath deals X damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch Breath X R Instant This spell costs {2} less to cast if it targets a blue permanent. This spell can't be countered. Torch Breath deals X damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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