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| <div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     |
| <div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Contaminated Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Contaminated Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Contaminated Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

1 B

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

1 B

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

1 B

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.")

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W

Flying  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

**Flying**  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

**Flying**  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

2/2

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This land enters tapped.  
Indestructible  
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Goldmire Bridge</b><br><hr/> Artifact Land<br><hr/> This land enters tapped.<br>Indestructible<br>{T}: Add {W} or {B}. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                   | <b>Kabira Crossroads</b><br><hr/> Land<br><hr/> This land enters tapped.<br>When this land enters, you gain 2 life.<br>{T}: Add {W}. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                        | <b>Kor Skyfisher</b> ① ②<br><hr/> Creature -- Kor Soldier<br><hr/> Flying<br>When this creature enters, return a permanent you control to its owner's hand. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                  | <b>Kor Skyfisher</b> ① ②<br><hr/> Creature -- Kor Soldier<br><hr/> Flying<br>When this creature enters, return a permanent you control to its owner's hand. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                  |
| <b>Kor Skyfisher</b> ① ②<br><hr/> Creature -- Kor Soldier<br><hr/> Flying<br>When this creature enters, return a permanent you control to its owner's hand. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kor Skyfisher</b> ① ②<br><hr/> Creature -- Kor Soldier<br><hr/> Flying<br>When this creature enters, return a permanent you control to its owner's hand. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Lembas</b> ②<br><hr/> Artifact -- Food<br><hr/> When this artifact enters, scry 1, then draw a card.<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Lembas</b> ②<br><hr/> Artifact -- Food<br><hr/> When this artifact enters, scry 1, then draw a card.<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div>Lembas</div> <div>Artifact -- Food</div> <div> <p>When this artifact enters, scry 1, then draw a card.</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nihil Spellbomb</div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nihil Spellbomb</div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Novice Inspector</div> <div>Creature -- Human Detective</div> <div> <p>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Novice Inspector</div> <div>Creature -- Human Detective</div> <div> <p>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                               | <div>Novice Inspector</div> <div>Creature -- Human Detective</div> <div> <p>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                              | <div>Omen of the Dead</div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, return target creature card from your graveyard to your hand.</p> <p>{2}{B}, Sacrifice this enchantment: Scry 2.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 | <div>Orzhov Basilica</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {W}{B}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                          |

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| <div><div>Orzhov Basilica</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {W}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T} ): Add {W} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T} ): Add {W} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T} ): Add {W} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T} ): Add {W} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Radiant Fountain</div><div>Land</div><div>When this land enters, you gain 2 life.<br/>{T}: Add {C} .</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Refurbished Familiar</div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Refurbished Familiar</div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Refurbished Familiar</b> (3)(B)<br><hr/> Artifact Creature -- Zombie Rat<br><hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>Flying<br>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Refurbished Familiar</b> (3)(B)<br><hr/> Artifact Creature -- Zombie Rat<br><hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>Flying<br>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Snuff Out</b> (3)(B)<br><hr/> Instant<br><hr/> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br>Destroy target nonblack creature. It can't be regenerated.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Suffocating Fumes</b> (2)(B)<br><hr/> Instant<br><hr/> Creatures your opponents control get -1/-1 until end of turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> ({T}: Add {B}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                 | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> ({T}: Add {B}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                 | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> ({T}: Add {B}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                 | <b>Thorn of the Black Rose</b> (3)(B)<br><hr/> Creature -- Human Assassin<br><hr/> Deathtouch<br>When this creature enters, you become the monarch.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>            |

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| <div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                     |
| <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                        | <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                        | <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                        | <div><div>Tithing Blade</div><div><div>1</div><div>B</div></div></div> <div><div>Artifact</div><div>When this artifact enters, each opponent sacrifices a creature of their choice.<br/>Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div><div>----- BACK FACE -----</div><div><div>Consuming Sepulcher</div><div>Artifact</div><div>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |



**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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① W W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Trespasser's Curse

① ②

Enchantment -- Aura Curse

Enchant player

Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.

[sideboard]

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## Trespasser's Curse

① ②

Enchantment - - Aura Curse

Enchant player

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Whenever a creature enchanted player
controls enters, that player loses 1
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[sideboard]

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## Trespasser's Curse

① ②

Enchantment - - Aura Curse

Enchant player

Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.

[sideboard]

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