

Ardyn, the Usurper (5)(B)(B)(B) Legendary Creature -- Elder Human Noble Demons you control have menace, lifelink, and haste. Starscourage -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ardyn, the Usurper (5)(B)(B)(B) Legendary Creature -- Elder Human Noble Demons you control have menace, lifelink, and haste. Starscourage -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Awaken the Honored Dead (B)(G)(U) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target nonland permanent. II -- Mill three cards. III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Awaken the Honored Dead (B)(G)(U) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target nonland permanent. II -- Mill three cards. III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

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Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bringer of the Last Gift 6BB Creature -- Vampire Demon Flying When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bringer of the Last Gift 6BB Creature -- Vampire Demon Flying When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bringer of the Last Gift 6BB Creature -- Vampire Demon Flying When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bringer of the Last Gift BB Creature -- Vampire Demon Flying When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodspinner BG Creature -- Spider Reach When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodspinner BG Creature -- Spider Reach When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodspinner BG Creature -- Spider Reach When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cache Grab Instant Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emet-Selch, Unsundered Legendary Creature -- Elder Wizard Vigilance Whenever Emet-Selch enters or attacks, draw a card, then discard a card. At the beginning of your upkeep, if there are fourteen or more cards in your graveyard, you may transform Emet-Selch. 2/4 ----- BACK FACE ----- Hades, Sorcerer of Eld Legendary Creature -- Avatar Vigilance Echo of the Lost -- During your turn, you may play cards from your graveyard. If a card or token would be put into your graveyard from anywhere, exile it instead. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harvester of Misery Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Harvester of Misery Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedge Maze Land -- Forest Island {T}: Add {G} or {U}. 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 PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oblivious Bookworm Creature -- Human Wizard At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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3 B B

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

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5/5

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3 U U

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff

① ②

Instant

Destroy target non-outlaw creature.
(Assassins, Mercenaries, Pirates,
Rogues, and Warlocks are outlaws.
Everyone else is fair game.)

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Superior Spider-Man (2)(U)(B)

2 U B

Legendary Creature -- Spider Human Hero

Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.

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4/4

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4/4

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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Sewers

Land -- Island Swamp

(**{T}**: Add **{U}** or **{B}**.)
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

Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) 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 PLAYbotbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ashiok, Wicked Manipulator 3BB Legendary Planeswalker -- Ashiok If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead. [+1]: Look at the top two cards of your library. Exile one of them and put the other into your hand. [-2]: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this token." [-7]: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashiok, Wicked Manipulator 3BB Legendary Planeswalker -- Ashiok If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead. [+1]: Look at the top two cards of your library. Exile one of them and put the other into your hand. [-2]: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this token." [-7]: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics (B) Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics (B) Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics (B) Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern (1) Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern (1) Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urgent Necropsy 2 B G Instant As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Webstrike Elite G G Creature -- Insect Archer Reach Cycling {X}{G}{G} ({X}{G}{G}), Discard this card: Draw a card.) When you cycle this card, destroy up to one target artifact or enchantment with mana value X. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Webstrike Elite G G Creature -- Insect Archer Reach Cycling {X}{G}{G} ({X}{G}{G}), Discard this card: Draw a card.) When you cycle this card, destroy up to one target artifact or enchantment with mana value X. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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