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| <b>Blackcleave Cliffs</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {R}. | <b>Blackcleave Cliffs</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {R}. | <b>Caustic Bronco</b> ① ②<br><hr/> Creature -- Snake Horse Mount<br><hr/> Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.<br>Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) <div>2/2</div> | <b>Cut Down</b> ②<br><hr/> Instant<br><hr/> Destroy target creature with total power and toughness 5 or less.                                                                                                                                                                                                                                                |
| <b>Cut Down</b> ②<br><hr/> Instant<br><hr/> Destroy target creature with total power and toughness 5 or less.                                 | <b>Darkslick Shores</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {U} or {B}.   | <b>Darkslick Shores</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {U} or {B}.                                                                                                                                                                                                                                                                                                                                          | <b>Ertai Resurrected</b> ② ③ ④<br><hr/> Legendary Creature -- Phyrexian Human Wizard<br><hr/> Flash<br>When Ertai Resurrected enters, choose up to one --<br>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br>* Destroy another target creature or planeswalker. Its controller draws a card. <div>3/2</div> |

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| <div> <b>Ertai Resurrected</b> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div>           Flash<br/>           When Ertai Resurrected enters, choose up to one --<br/>           * Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>           * Destroy another target creature or planeswalker. Its controller draws a card.         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Explosive Derailment</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div>           Spree (Choose one or more additional costs.)<br/>           + {2} -- Explosive Derailment deals 4 damage to target creature.<br/>           + {2} -- Destroy target artifact.         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                 | <div> <b>Fell</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div>           Destroy target creature.         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                         | <div> <b>Fell</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div>           Destroy target creature.         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                          |
| <div> <b>Forsaken Miner</b> <div> <div>B</div> </div> </div> <div>           Creature -- Skeleton Rogue         </div> <div>           This creature can't block.<br/>           Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                             | <div> <b>Gisa, the Hellraiser</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Human Warlock         </div> <div>           Ward--{2}, Pay 2 life.<br/>           Skeletons and Zombies you control get +1/+1 and have menace.<br/>           Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Gisa, the Hellraiser</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Human Warlock         </div> <div>           Ward--{2}, Pay 2 life.<br/>           Skeletons and Zombies you control get +1/+1 and have menace.<br/>           Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Go for the Throat</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Destroy target nonartifact creature.         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <b>Great Train Heist</b> <span>(R)</span><br>Instant<br>Spree (Choose one or more additional costs.)<br>+ {2}{R} -- Untap all creatures you control. If it's your combat phase, there is an additional combat phase after this phase.<br>+ {2} -- Creatures you control get +1/+0 and gain first strike until end of turn.<br>+ {R} -- Choose target opponent. Whenever a creature you control deals combat damage to that player this turn, create a tapped Treasure token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Great Train Heist</b> <span>(R)</span><br>Instant<br>Spree (Choose one or more additional costs.)<br>+ {2}{R} -- Untap all creatures you control. If it's your combat phase, there is an additional combat phase after this phase.<br>+ {2} -- Creatures you control get +1/+0 and gain first strike until end of turn.<br>+ {R} -- Choose target opponent. Whenever a creature you control deals combat damage to that player this turn, create a tapped Treasure token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Inti, Seneschal of the Sun</b> <span>(1)(R)</span><br>Legendary Creature -- Human Knight<br>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.<br>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Inti, Seneschal of the Sun</b> <span>(1)(R)</span><br>Legendary Creature -- Human Knight<br>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.<br>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Iridescent Vinelasher</b> <span>(B)</span><br>Creature -- Lizard Assassin<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                               | <b>Iridescent Vinelasher</b> <span>(B)</span><br>Creature -- Lizard Assassin<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                               | <b>Iridescent Vinelasher</b> <span>(B)</span><br>Creature -- Lizard Assassin<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                      |



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| <div><div><div>Magda, the Hoardmaster 1R</div><div>Legendary Creature -- Dwarf Berserker</div><div>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Magda, the Hoardmaster 1R</div><div>Legendary Creature -- Dwarf Berserker</div><div>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Marchesa, Dealer of Death UB</div><div>Legendary Creature -- Human Rogue</div><div>Whenever you commit a crime, you may pay {1}. If you do, look at the top two cards of your library. Put one of them into your hand and the other into your graveyard. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Mudflat Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B}. Spend this mana only to cast a creature spell.<br/>{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div><div>Mudflat Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B}. Spend this mana only to cast a creature spell.<br/>{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Vents</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {R}.</p><p>{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.</p><p>Whenever this land attacks, you may discard a card. If you do, draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Vents</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {R}.</p><p>{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.</p><p>Whenever this land attacks, you may discard a card. If you do, draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Rockface Village</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {R}. Spend this mana only to cast a creature spell.</p><p>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Rockface Village</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {R}. Spend this mana only to cast a creature spell.</p><p>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Sulfurous Springs</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {B} or {R}. This land deals 1 damage to you.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    | <div><div>Sulfurous Springs</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {B} or {R}. This land deals 1 damage to you.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |

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| <div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tinybones Joins Up</div><div>Legendary Enchantment</div><div>When Tinybones Joins Up enters, any number of target players each discard a card.<br/>Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tinybones Joins Up</div><div>Legendary Enchantment</div><div>When Tinybones Joins Up enters, any number of target players each discard a card.<br/>Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

