

Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cache Grab 1G 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	Cache Grab 1G 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	Cache Grab 1G 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	Cache Grab 1G 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

Calamitous Cave-In 3 R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In 3 R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In 3 R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamitous Cave-In 3 R Sorcery Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Captivating Cave Land -- Cave {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gargantuan Leech 7 B Creature -- Leech This spell costs {1} less to cast for each Cave you control and each Cave card in your graveyard. Lifelink 4/5 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hearth Elemental 5 R Creature -- Elemental This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure. 4/5 Stoke Genius 1 R Sorcery -- Adventure Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hearth Elemental 5 R Creature -- Elemental This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure. 4/5 Stoke Genius 1 R Sorcery -- Adventure Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hearth Elemental 5 R Creature -- Elemental This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure. 4/5 Stoke Genius 1 R Sorcery -- Adventure Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Up the Beanstalk (1)(G) Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk (1)(G) Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk (1)(G) Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk (1)(G) Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obliterating Bolt

① ② R

Sorcery

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outrageous Robbery

④ ⑤ B ⑥

Instant

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison

⑦ G

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

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