**Angel of Glory's Rise** {5}{W}{W}

Creature -- Angel

Flying
When this creature enters, exile all Zombies, then return all Human creature cards from your graveyard to the battlefield.

**4/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Azami, Lady of Scrolls** {2}{U}{U}{U}

Legendary Creature -- Human Wizard

Tap an untapped Wizard you control: Draw a card.

**0/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Balustrade Spy** {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Balustrade Spy** {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Balustrade Spy** {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Balustrade Spy** {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blackbloom Rogue** {2}{B}

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

**2/3**

- - - BACK FACE - - -

**Blackbloom Bog**

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blackbloom Rogue** {2}{B}

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

**2/3**

- - - BACK FACE - - -

**Blackbloom Bog**

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Bohdan, Ryan - Vintage v3 Group B6AB14 (Balustrade Spy, Undercity Informe** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

**Blackbloom Rogue** (2)(B)

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

**2/3**

- - - BACK FACE - - -

**Blackbloom Bog**

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blackbloom Rogue** (2)(B)

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

**2/3**

- - - BACK FACE - - -

**Blackbloom Bog**

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Bloodsoaked Insight** (5)(B/R)(B/R)

Sorcery

This spell costs {1} less to cast for each 1 life your opponents have lost this turn.
Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.

- - - BACK FACE - - -

**Sanguine Morass**

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Bloodsoaked Insight** (5)(B/R)(B/R)

Sorcery

This spell costs {1} less to cast for each 1 life your opponents have lost this turn.
Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.

- - - BACK FACE - - -

**Sanguine Morass**

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Bloodsoaked Insight** (5)(B/R)(B/R)

Sorcery

This spell costs {1} less to cast for each 1 life your opponents have lost this turn.
Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.

- - - BACK FACE - - -

**Sanguine Morass**

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

This spell costs {1} less to cast for each 1 life your opponents have lost this turn.
Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.

- - - BACK FACE - - -

**Sanguine Morass**

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Boggart Trawler** (2)(B)

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

**Boggart Trawler** (2)(B)

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



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## Boggart Trawler (2)(B)

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

## Bridgeworks Battle (2)(G)

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

## Tanglespan Bridgeworks

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bridgeworks Battle (2)(G)

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

## Tanglespan Bridgeworks

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dread Return (2)(B)(B)

Sorcery

Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elvish Spirit Guide (2)(G)

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elvish Spirit Guide (2)(G)

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jack-o'-Lantern (1)

Artifact

{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card.
{1}, Exile this card from your graveyard: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Laboratory Maniac (2)(U)

Creature -- Human Wizard

If you would draw a card while your library has no cards in it, you win the game instead.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Lotleth Giant {6}{B}

Creature -- Zombie Giant

Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Memory's Journey {1}{U}

Instant

Target player shuffles up to three target cards from their graveyard into their library.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Narcomoeba {1}{U}

Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

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Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Once Upon a Time {1}{G}

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Once Upon a Time {1}{G}

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Bohdan, Ryan - Vintage v3 Group B6AB14 (Balustrade Spy, Undercity Informe** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Pelakka Predation {2}{B}

Sorcery

Target opponent reveals their hand. You choose a card from it with mana value 3 or greater. That player discards that card.

- - - BACK FACE - - -

## Pelakka Caverns

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Target opponent reveals their hand. You choose a card from it with mana value 3 or greater. That player discards that card.

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- - - BACK FACE - - -

## Pelakka Caverns

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Pentad Prism {2}

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phantasmagorian {5}{B}{B}

Creature -- Horror

When you cast this spell, any player may discard three cards. If a player does, counter Phantasmagorian.
Discard three cards: Return this card from your graveyard to your hand.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Razorgrass Ambush {1}{W}

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

## Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Razorgrass Ambush {1}{W}

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

## Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sol Ring {1}

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Street Wraith {3}{B}{B}

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Street Wraith {3}{B}{B}

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Bohdan, Ryan - Vintage v3 Group B6AB14 (Balustrade Spy, Undercity Informe** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undercity Informer {2}{B}

Creature -- Human Rogue

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undercity Informer {2}{B}

Creature -- Human Rogue

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{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vastwood Fortification {G}

Instant

Put a +1/+1 counter on target creature.

- - - BACK FACE - - -

## Vastwood Thicket

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vastwood Fortification {G}

Instant

Put a +1/+1 counter on target creature.

- - - BACK FACE - - -

## Vastwood Thicket

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

## Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

## Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

## Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

## Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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


## 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

## 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


## Goblin Charbelcher {4}

Artifact

{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Artifact

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Goblin Charbelcher {4}

Artifact

{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goblin Charbelcher {4}

Artifact

{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Bohdan, Ryan - Vintage v3 Group B6AB14 (Balustrade Spy, Undercity Informe** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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## Leyline of the Void 2BB

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of the Void 2BB

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of the Void 2BB

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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