



## Blooming Marsh

Land

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

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## Bushwhack

**G**

## Sorcery

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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## Bushwhack

Ⓒ

## Sorcery

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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## Bushwhack

Ⓒ

Sorcery

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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## 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.

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## 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.

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## Cut Down

**B**

Instant

Destroy target creature with total power and toughness 5 or less.

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## Cut Down

(B)

Instant

Destroy target creature with total power and toughness 5 or less.

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**B**

Destroy target creature with total power and toughness 5 or less.

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① ②

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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① ②

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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① ⑧

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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**B**

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

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**B**

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

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**B**

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

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① ②

Destroy target nonartifact creature.

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| <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>             | <div><div>Herd Heirloom</div><div><div>1</div><div>G</div></div></div> <div><div>Artifact</div><div><div>{T}: Add one mana of any color. Spend this mana only to cast a creature spell.</div><div>{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Herd Heirloom</div><div><div>1</div><div>G</div></div></div> <div><div>Artifact</div><div><div>{T}: Add one mana of any color. Spend this mana only to cast a creature spell.</div><div>{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Herd Heirloom</div><div><div>1</div><div>G</div></div></div> <div><div>Artifact</div><div><div>{T}: Add one mana of any color. Spend this mana only to cast a creature spell.</div><div>{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Llanowar Wastes</div></div> <div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Llanowar Wastes</div></div> <div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                      | <div><div>Llanowar Wastes</div></div> <div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                      | <div><div>Phyrexian Obliterator</div><div><div>B</div><div>B</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Phyrexian Horror</div><div><div>Trample</div><div>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.</div></div></div> <div><div>5/5</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                    |

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| <div><div>Phyrexian Obliterator</div><div><div>B</div><div>B</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Phyrexian Horror</div><div>Trample<br/>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Phyrexian Obliterator</div><div><div>B</div><div>B</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Phyrexian Horror</div><div>Trample<br/>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Phyrexian Obliterator</div><div><div>B</div><div>B</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Phyrexian Horror</div><div>Trample<br/>Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Qarsi Revenant</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Vampire</div><div>Flying, deathtouch, lifelink<br/>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Qarsi Revenant</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Vampire</div><div>Flying, deathtouch, lifelink<br/>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Qarsi Revenant</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Vampire</div><div>Flying, deathtouch, lifelink<br/>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Cottage</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Cottage</div></div> <div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div><div><div>Strategic Betrayal</div><div>①②</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Surrak, Elusive Hunter</div><div>②⑥</div></div><div>Legendary Creature -- Human Warrior</div><div>This spell can't be countered.<br/>Trample<br/>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Surrak, Elusive Hunter</div><div>②⑥</div></div><div>Legendary Creature -- Human Warrior</div><div>This spell can't be countered.<br/>Trample<br/>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Surrak, Elusive Hunter</div><div>②⑥</div></div><div>Legendary Creature -- Human Warrior</div><div>This spell can't be countered.<br/>Trample<br/>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        |

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| <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               | <div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 |
| <div><div>Cease<div>18/9</div></div><div>Instant</div><div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div><div>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Desist<div>46/116/11</div></div><div>Sorcery</div><div>Destroy all artifacts and enchantments.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Cut Down<div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress<div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Vacuum<div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Gix's Command</b> (3)(B)(B)<br>Sorcery<br>Choose two --<br>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br>* Destroy each creature with power 2 or less.<br>* Return up to two creature cards from your graveyard to your hand.<br>* Each opponent sacrifices a creature with the greatest power among creatures they control.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Harvester of Misery</b> (3)(B)(B)<br>Creature -- Spirit<br>Menace<br>When this creature enters, other creatures get -2/-2 until end of turn.<br>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heritage Reclamation</b> (1)(G)<br>Instant<br>Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                              | <b>Heritage Reclamation</b> (1)(G)<br>Instant<br>Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Maelstrom Pulse</b> (1)(B)(G)<br>Sorcery<br>Destroy target nonland permanent and all other permanents with the same name as that permanent.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                            | <b>Maelstrom Pulse</b> (1)(B)(G)<br>Sorcery<br>Destroy target nonland permanent and all other permanents with the same name as that permanent.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                             | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Rakshasa's Bargain</b> (2/B)(2/G)(2/U)<br>Instant<br>Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                          |

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| <div> <div>Rakshasa's Bargain<div>2/92/92/10</div></div> <div> <div>Instant</div> <div> Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Filigree Sylex<div>2</div></div> <div> <div>Legendary Artifact</div> <div> <div>{T}: Put an oil counter on The Filigree Sylex.</div> <div>{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.</div> <div>{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Filigree Sylex<div>2</div></div> <div> <div>Legendary Artifact</div> <div> <div>{T}: Put an oil counter on The Filigree Sylex.</div> <div>{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.</div> <div>{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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