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| <div>Alpha Deathclaw</div> <div>4B6</div> <div>Creature -- Lizard Mutant</div> <div>Menace, trample<br/>When this creature enters or becomes monstrous, destroy target permanent. {5}{B}{G}: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Assassin's Trophy</div> <div>B6</div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Assassin's Trophy</div> <div>B6</div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Assassin's Trophy</div> <div>B6</div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  |
| <div>Badlands</div> <div>Land -- Swamp Mountain</div> <div>({T}: Add {B} or {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      | <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Boseiju, Who Endures

## Legendary Land

{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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## Boseiju, Who Endures

## Legendary Land

{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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## Cabal Therapy

**B**

## Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cabal Therapy

**B**

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cabal Therapy

**B**

## Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cabal Therapy

**B**

## Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chaos Defiler

3 B R

Artifact Creature -- Demon Construct

**Trample**  
Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.

5/4

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## Chaos Defiler

3 B R

Artifact Creature -- Demon Construct

**Trample**  
Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.

5/4

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| <p><b>Chaos Defiler</b> (3)(B)(R)</p> <p>Artifact Creature -- Demon Construct</p> <p>Trample<br/>Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                           | <p><b>Elder Gargaroth</b> (3)(G)(G)</p> <p>Creature -- Beast</p> <p>Reach, vigilance, trample<br/>Whenever this creature attacks or blocks, choose one --<br/>* Create a 3/3 green Beast creature token.<br/>* You gain 3 life.<br/>* Draw a card.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                             | <p><b>Endurance</b> (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                       | <p><b>Endurance</b> (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                       |
| <p><b>Endurance</b> (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Flare of Cultivation</b> (1)(G)(G)</p> <p>Sorcery</p> <p>You may sacrifice a nontoken green creature rather than pay this spell's mana cost.<br/>Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Flare of Cultivation</b> (1)(G)(G)</p> <p>Sorcery</p> <p>You may sacrifice a nontoken green creature rather than pay this spell's mana cost.<br/>Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Flare of Cultivation</b> (1)(G)(G)</p> <p>Sorcery</p> <p>You may sacrifice a nontoken green creature rather than pay this spell's mana cost.<br/>Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                   | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>From the Catacombs</div><div>3BB</div><div>Sorcery</div><div>Put target creature card from a graveyard onto the battlefield under your control with a corpse counter on it. You take the initiative. If that creature would leave the battlefield, exile it instead of putting it anywhere else. Escape--{3}{B}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>From the Catacombs</div><div>3BB</div><div>Sorcery</div><div>Put target creature card from a graveyard onto the battlefield under your control with a corpse counter on it. You take the initiative. If that creature would leave the battlefield, exile it instead of putting it anywhere else. Escape--{3}{B}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Green Sun's Zenith 

## Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith (X)(G)

## Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith (X)(G)

## Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Green Sun's Zenith (X)(G)

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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**Grist, the Hunger Tide** (1)(B)(G)

Legendary Planeswalker -- Grist

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[ -5]: Each opponent loses life equal to the number of creature cards in your graveyard.

**L 3**

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## Malevolent Rumble (1)(G)

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Malevolent Rumble (1)(G)

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Malevolent Rumble ①⑥

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pernicious Deed1B6</div><div>Enchantment</div><div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pernicious Deed1B6</div><div>Enchantment</div><div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |

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| <b>Polukranos, Unchained</b> (2)(B)(G)<br>Legendary Creature -- Zombie Hydra<br>Polukranos enters with six +1/+1 counters on it. It escapes with twelve +1/+1 counters on it instead. If damage would be dealt to Polukranos while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from it.<br>{1}{B}{G}: Polukranos fights another target creature.<br>Escape--{4}{B}{G}, Exile six other cards from your graveyard.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pyrogoyf</b> (3)(R)<br>Creature -- Lhurgoyf<br>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.<br><div>*/1+*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pyrogoyf</b> (3)(R)<br>Creature -- Lhurgoyf<br>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.<br><div>*/1+*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pyrogoyf</b> (3)(R)<br>Creature -- Lhurgoyf<br>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.<br><div>*/1+*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                     | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                        | <b>Veteran Explorer</b> (G)<br>Creature -- Human Soldier Scout<br>When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                   | <b>Veteran Explorer</b> (G)<br>Creature -- Human Soldier Scout<br>When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                   |

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| <div> <b>Veteran Explorer</b> <span>6</span> </div> <div>           Creature -- Human Soldier Scout         </div> <div> <p>When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Veteran Explorer</b> <span>6</span> </div> <div>           Creature -- Human Soldier Scout         </div> <div> <p>When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                              | <div> <b>Volrath's Stronghold</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {C}.<br/>           {1}{B}, {T}: Put target creature card from your graveyard on top of your library.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                         | <div> <b>Vorinclex</b> <span>366</span> </div> <div>           Legendary Creature -- Phyrexian Praetor         </div> <div> <p>Reach, trample<br/>           When Vorinclex enters, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle.<br/>           {6}{G}{G}: Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.</p> </div> <div> <div>6/6</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>The Grand Evolution</b> </div> <div>           Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield.<br/>           II -- Distribute seven +1/+1 counters among any number of target creatures you control.<br/>           III -- Until end of turn, creatures you control gain "{1}: This creature fights target creature you don't control." Exile this Saga, then return it to the battlefield (front face up).</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Collector Ouphe</b> <span>16</span> </div> <div>           Creature -- Ouphe         </div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                  | <div> <b>Disruptor Flute</b> <span>2</span> </div> <div>           Artifact         </div> <div> <p>Flash<br/>           As this artifact enters, choose a card name.<br/>           Spells with the chosen name cost {3} more to cast.<br/>           Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Disruptor Flute</b> <span>2</span> </div> <div>           Artifact         </div> <div> <p>Flash<br/>           As this artifact enters, choose a card name.<br/>           Spells with the chosen name cost {3} more to cast.<br/>           Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Disruptor Flute</b> <span>2</span> </div> <div>           Artifact         </div> <div> <p>Flash<br/>           As this artifact enters, choose a card name.<br/>           Spells with the chosen name cost {3} more to cast.<br/>           Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

②

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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2 B B

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.

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2 B B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Flash  
You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

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3/2

2 B

Flash  
You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

2 B

Flash  
You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

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3/2

2 B

As an additional cost to cast this spell, pay X life.  
All creatures get -X/-X until end of turn.

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②

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

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Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

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