

## Aclazotz, Deepest Betrayal

Card

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Card

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## Ancient Cornucopia 2G

Artifact

Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.

{T}: Add one mana of any color.

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Armagon, Future Shark (6)(B)(B)

Legendary Creature -- Shark Horror Mutant

Flash

When Armaggon enters, destroy up to three target creatures.

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**Awaken the Honored Dead** (B)(G)(U)

Enchantment - - Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Destroy target nonland permanent.

II -- Mill three cards.

III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.

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| <div><div>Awaken the Honored Dead</div><div>BGU</div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Destroy target nonland permanent.<br/>II -- Mill three cards.<br/>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Awaken the Honored Dead</div><div>BGU</div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Destroy target nonland permanent.<br/>II -- Mill three cards.<br/>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bitter Triumph</div><div>1B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bitter Triumph</div><div>1B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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## Blooming Marsh

Land

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

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## Botanical Sanctum

Land

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

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## Breeding Pool

Land -- Forest Island

( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Breeding Pool

Land -- Forest Island

((T): Add {G} or {U}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Glarb, Calamity's Augur (B)(G)(U)

Legendary Creature -- Frog Wizard Noble

Deathtouch  
You may look at the top card of your library any time.  
You may play lands and cast spells with mana value 4 or greater from the top of your library.  
{T}: Surveil 2.

2/4

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## Gloomlake Verge

Land

{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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| <div>Gloomlake Verge</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Harvester of Misery 3BB</div> <div>Creature -- Spirit</div> <div>Menace</div> <div>When this creature enters, other creatures get -2/-2 until end of turn.</div> <div>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div>Harvester of Misery 3BB</div> <div>Creature -- Spirit</div> <div>Menace</div> <div>When this creature enters, other creatures get -2/-2 until end of turn.</div> <div>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Harvester of Misery 3BB</div> <div>Creature -- Spirit</div> <div>Menace</div> <div>When this creature enters, other creatures get -2/-2 until end of turn.</div> <div>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div>Leatherhead, Swamp Stalker 2GG</div> <div>Legendary Creature -- Crocodile Mutant Rogue</div> <div>Trample</div> <div>Leatherhead enters with a hexproof counter on her.</div> <div>Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          |

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| <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                              | <div>Overlord of the Balemurk 3B</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Balemurk 3B</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Balemurk 3B</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Raph &amp; Mikey, Troublemakers 5R</div> <div>Legendary Creature -- Mutant Ninja Turtle</div> <div>Trample, haste<br/>Whenever Raph &amp; Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Raph &amp; Mikey, Troublemakers 5R</div> <div>Legendary Creature -- Mutant Ninja Turtle</div> <div>Trample, haste<br/>Whenever Raph &amp; Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                | <div>Requiring Hex B</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                    | <div>Requiring Hex B</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                    |

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| <div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div>Sab-Sunen, Luxa Embodied 36U</div><div>Legendary Creature -- God</div><div><p>Reach, trample, indestructible</p><p>Sab-Sunen can't attack or block unless it has an even number of counters on it. (Zero is even.)</p><p>At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards.</p></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sab-Sunen, Luxa Embodied 36U</div><div>Legendary Creature -- God</div><div><p>Reach, trample, indestructible</p><p>Sab-Sunen can't attack or block unless it has an even number of counters on it. (Zero is even.)</p><p>At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards.</p></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Sin, Spira's Punishment 4BU</div><div>Legendary Creature -- Leviathan Avatar</div><div><p>Flying</p><p>Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process.</p></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sin, Spira's Punishment 4BU</div><div>Legendary Creature -- Leviathan Avatar</div><div><p>Flying</p><p>Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process.</p></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                          | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                          |

Superior Spider-Man (2)(U)(B)

Legendary Creature -- Spider Human Hero

Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.

4/4

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## Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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## Undercity Sewers

Land - - Island Swamp

(**{T}**: Add **{U}** or **{B}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Underground Mortuary

Land - - Swamp Forest

({T}: Add {B} or {G}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

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## Wastewood Verge

Land

{T}: Add {G}.  
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

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## Wastewood Verge

Land

```
{T}: Add {G}.
{T}: Add {B}. Activate only if you
control a Swamp or a Forest.
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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Willowrush Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Duress</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>Duress</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>Duress</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>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |

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| <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             | <p><b>Pick Your Poison</b> (G)</p> <p>Sorcery</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Pick Your Poison</b> (G)</p> <p>Sorcery</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                | <p><b>Requiting Hex</b> (B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                  |
| <p><b>Requiting Hex</b> (B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spell Snare</b> (U)</p> <p>Instant</p> <p>Counter target spell with mana value 2.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                      | <p><b>The End</b> (2)(B)(B)</p> <p>Instant</p> <p>This spell costs {2} less to cast if your life total is 5 or less.</p> <p>Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ugin, Eye of the Storms</b> (7)</p> <p>Legendary Planeswalker -- Ugin</p> <p>When you cast this spell, exile up to one target permanent that's one or more colors.</p> <p>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</p> <p>[+2]: You gain 3 life and draw a card.</p> <p>[0]: Add {C}{C}{C}.</p> <p>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</p> <p>[sideboard]</p> <div>L 7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

## Urgent Necropsy

2 B G

Instant

As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker.

[sideboard]

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## Wistfulness

3 G/U G/U

Creature -- Elemental Incarnation

When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.

When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.

Evoked {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

6/5

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