

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caustic Exhale (B) Instant As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Caustic Exhale (B) Instant As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caustic Exhale (B) Instant As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up (3)(B)(B) Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up (3)(B)(B) Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispelling Exhale1U Instant As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.) Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispelling Exhale1U Instant As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.) Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dispelling Exhale1U Instant As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.) Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispelling Exhale1U Instant As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.) Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruptive Stormbrood46 Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 -----ADVENTURE----- Petty Revenge1B Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruptive Stormbrood46 Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 -----ADVENTURE----- Petty Revenge1B Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disruptive Stormbrood 46 Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 ----- ADVENTURE ----- Petty Revenge 1B Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fangkeeper's Familiar 1B6U Creature -- Snake Flash When this creature enters, choose one -- * You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) * Destroy target enchantment. * Counter target creature spell. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fangkeeper's Familiar 1B6U Creature -- Snake Flash When this creature enters, choose one -- * You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) * Destroy target enchantment. * Counter target creature spell. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gix's Command 3BB Sorcery Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gloomlake Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat (1)(B)

Instant

Destroy target nonartifact creature.

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Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)
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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Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marang River Regent 4UU

Creature -- Dragon

Flying
When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

- - - ADVENTURE - - -

Coil and Catch (3U)

Instant - - Omen

Draw three cards, then discard a card.
(Then shuffle this card into its
owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marang River Regent 4 U U Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch 3 U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marang River Regent 4 U U Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 ----- ADVENTURE ----- Coil and Catch 3 U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opulent Palace Land This land enters tapped. {T}: Add {B}, {G}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opulent Palace Land This land enters tapped. {T}: Add {B}, {G}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Rakshasa's Bargain 2/B 2/G 2/U Instant Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakshasa's Bargain 2/B 2/G 2/U Instant Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scavenger Regent 3 B Creature -- Dragon Flying Ward--Discard a card. 4/4 - - - ADVENTURE - - - Exude Toxin X B B Sorcery -- Omen Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Regent 3 B Creature -- Dragon Flying Ward--Discard a card. 4/4 - - - ADVENTURE - - - Exude Toxin X B B Sorcery -- Omen Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict 1 B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Blot Out Instant Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Change the Equation Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Change the Equation Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress 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 PLAYbotbox.dev

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Ghost Vacuum Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oildeep Gearhulk Artifact Creature -- Construct Lifelink, ward {1} When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oildeep Gearhulk Artifact Creature -- Construct Lifelink, ward {1} When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Oildeep Gearhulk UUBB

Artifact Creature -- Construct

Lifelink, ward {1}
When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Realmbreaker, the Invasion Tree 3

Legendary Artifact

{2}, {T}: Target opponent mills three cards. Put a land card from their graveyard onto the battlefield tapped under your control. It gains "If this land would leave the battlefield, exile it instead of putting it anywhere else."
{10}, {T}, Sacrifice Realmbreaker: Search your library for any number of Praetor cards, put them onto the battlefield, then shuffle.

[sideboard]

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Legendary Artifact

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[sideboard]

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