

Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavernous Maw Land -- Cave {T}: Add {C}. {2}: This land becomes a 3/3 Elemental creature until end of turn. It's still a Cave land. Activate only if the number of other Caves you control plus the number of Cave cards in your graveyard is three or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clifftop Lookout 26 Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout 26 Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout 26 Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmium Confluence 46 Sorcery Choose three. You may choose the same mode more than once. * Search your library for a Cave card, put it onto the battlefield tapped, then shuffle. * Put three +1/+1 counters on a Cave you control. It becomes a 0/0 Elemental creature with haste. It's still a land. * Destroy target enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cosmium Confluence 4G Sorcery Choose three. You may choose the same mode more than once. * Search your library for a Cave card, put it onto the battlefield tapped, then shuffle. * Put three +1/+1 counters on a Cave you control. It becomes a 0/0 Elemental creature with haste. It's still a land. * Destroy target enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cosmium Confluence 4G Sorcery Choose three. You may choose the same mode more than once. * Search your library for a Cave card, put it onto the battlefield tapped, then shuffle. * Put three +1/+1 counters on a Cave you control. It becomes a 0/0 Elemental creature with haste. It's still a land. * Destroy target enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB 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 3BB 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
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Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forgotten Monument Land -- Cave {T}: Add {C}. Other Caves you control have "{T}, Pay 1 life: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gargantuan Leech 7B Creature -- Leech This spell costs {1} less to cast for each Cave you control and each Cave card in your graveyard. Lifelink 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gargantuan Leech 7B Creature -- Leech This spell costs {1} less to cast for each Cave you control and each Cave card in your graveyard. Lifelink 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gargantuan Leech 7B Creature -- Leech This spell costs {1} less to cast for each Cave you control and each Cave card in your graveyard. Lifelink 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harvester of Misery 3BB Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harvester of Misery 3BB Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harvester of Misery 3BB Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Necropolis Land -- Cave This land enters tapped. {T}: Add {B}. {4}{B}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Necropolis Land -- Cave This land enters tapped. {T}: Add {B}. {4}{B}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spe lunking 26 Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder 16 Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder 16 Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder 16 Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The End 2 B B Instant This spell costs {2} less to cast if your life total is 5 or less. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2 B B Instant This spell costs {2} less to cast if your life total is 5 or less. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2 B B Instant This spell costs {2} less to cast if your life total is 5 or less. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Vaultborn Tyrant 5 G G Creature -- Dinosaur Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultborn Tyrant 5 G G Creature -- Dinosaur Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vaultborn Tyrant 5GG Creature -- Dinosaur Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volatile Fault Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volatile Fault Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volatile Fault Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fade from History 2GG Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fade from History 2GG Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fade from History 2GG Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Outrageous Robbery X B B Instant Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outrageous Robbery X B B Instant Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outrageous Robbery X B B Instant Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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