

Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat 1B Creature -- Bat 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat 1B Creature -- Bat 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat 1B Creature -- Bat 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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B G

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Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.

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B G

Creature -- Zombie Troll

Trample
Discard a creature card: Put a +1/+1 counter on this creature.
{B}: Regenerate this creature.

2/1

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2GG

Hexproof
You can't cast noncreature spells.
{2}: This creature loses all abilities until end of turn. Any player may activate this ability. 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.

6/6

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You can't cast noncreature spells.
{2}: This creature loses all abilities until end of turn. Any player may activate this ability. 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.

6/6

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Land -- Swamp Forest

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

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2GG

Legendary Creature -- Beast

Vigilance, deathtouch, haste
 Questing Beast can't be blocked by
 creatures with power 2 or less.
 Combat damage that would be dealt by
 creatures you control can't be
 prevented.
 Whenever Questing Beast deals combat
 damage to an opponent, it deals that
 much damage to target planeswalker
 that player controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Questing Beast 2GG Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast 2GG Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rhonas the Indomitable 2G Legendary Creature -- God Deathtouch, indestructible Rhonas can't attack or block unless you control another creature with power 4 or greater. {2}{G}: Another target creature gets +2/+0 and gains trample until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samut, Voice of Dissent 3RG Legendary Creature -- Human Warrior Flash Double strike, vigilance, haste Other creatures you control have haste. {W}, {T}: Untap another target creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City 2G Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City 2G Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Surprise ⑥ Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smuggler's Surprise ⑥ Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulflayer ④②② Creature -- Demon Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulflayer ④②② Creature -- Demon Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sylvan Caryatid (1)(G) Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Caryatid (1)(G) Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Caryatid (1)(G) Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Urborg Scavengers (2)(B) Creature -- Spirit Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature. This creature has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg Scavengers (2)(B) Creature -- Spirit Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature. This creature has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg Scavengers (2)(B) Creature -- Spirit Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature. This creature has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zetalpa, Primal Dawn ⑥⑦⑧ Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zetalpa, Primal Dawn ⑥⑦⑧ Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zetalpa, Primal Dawn ⑥⑦⑧ Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zetalpa, Primal Dawn ⑥⑦⑧ Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrupt Decay ②③ Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrupt Decay ②③ Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Trespasser ②③ Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 3/3 ----- BACK FACE ----- Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Graveyard Trespasser ②③ Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 3/3 ----- BACK FACE ----- Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necromentia 1BB Sorcery Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necromentia 1BB Sorcery Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outland Liberator 1G Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outland Liberator 1G Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path of Peril 1BB Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Peril 1BB Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1G 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1G 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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