

**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

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## Land - - Swamp Mountain

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

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(B/C)

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

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1/2

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| <div><div>Deathrite Shaman</div><div><div>B/R</div></div><div>Creature -- Elf Shaman</div><div><div><div>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)</div><div>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.</div><div>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</div></div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dragonskull Summit</div><div>Land</div><div><div>This land enters tapped unless you control a Swamp or a Mountain.</div><div>{T}: Add {B} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dragonskull Summit</div><div>Land</div><div><div>This land enters tapped unless you control a Swamp or a Mountain.</div><div>{T}: Add {B} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div><div>Dragonskull Summit</div><div>Land</div><div><div>This land enters tapped unless you control a Swamp or a Mountain.</div><div>{T}: Add {B} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |
| <div><div>Dragonskull Summit</div><div>Land</div><div><div>This land enters tapped unless you control a Swamp or a Mountain.</div><div>{T}: Add {B} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                             | <div><div>Dreadbore</div><div><div>B</div><div>R</div></div><div>Sorcery</div><div><div>Destroy target creature or planeswalker.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div><div>Duress</div><div><div>B</div></div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div><div>B</div></div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Fertile Ground</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fertile Ground</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                          | <div><div>Fertile Ground</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                          | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                            |
| <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                   | <div><div>Garruk Wildspeaker</div><div><div>2</div><div>6</div><div>6</div></div></div> <div><div>Legendary Planeswalker -- Garruk</div><div>[+1]: Untap two target lands.<br/>[-1]: Create a 3/3 green Beast creature token.<br/>[-4]: Creatures you control get +3/+3 and gain trample until end of turn.</div><div><div>L</div><div>3</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Garruk Wildspeaker</div><div><div>2</div><div>6</div><div>6</div></div></div> <div><div>Legendary Planeswalker -- Garruk</div><div>[+1]: Untap two target lands.<br/>[-1]: Create a 3/3 green Beast creature token.<br/>[-4]: Creatures you control get +3/+3 and gain trample until end of turn.</div><div><div>L</div><div>3</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Garruk Wildspeaker</div><div><div>2</div><div>6</div><div>6</div></div></div> <div><div>Legendary Planeswalker -- Garruk</div><div>[+1]: Untap two target lands.<br/>[-1]: Create a 3/3 green Beast creature token.<br/>[-4]: Creatures you control get +3/+3 and gain trample until end of turn.</div><div><div>L</div><div>3</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Garruk Wildspeaker</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Legendary Planeswalker -- Garruk</div><div><div>[+1]: Untap two target lands.<br/>[-1]: Create a 3/3 green Beast creature token.<br/>[-4]: Creatures you control get +3/+3 and gain trample until end of turn.</div></div><div><div>L3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Golgari Charm</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div><div>Choose one --<br/>* All creatures get -1/-1 until end of turn.<br/>* Destroy target enchantment.<br/>* Regenerate each creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Golgari Charm</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div><div>Choose one --<br/>* All creatures get -1/-1 until end of turn.<br/>* Destroy target enchantment.<br/>* Regenerate each creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |
| <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Liliana Vess</div><div><div>3</div><div>B</div><div>B</div></div></div><div>Legendary Planeswalker -- Liliana</div><div><div>[+1]: Target player discards a card.<br/>[-2]: Search your library for a card, then shuffle and put that card on top.<br/>[-8]: Put all creature cards from all graveyards onto the battlefield under your control.</div></div><div><div>L5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pack Rat</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Pack Rat</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Pack Rat</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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| <div><div>Pack Rat</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Rat</div><div>Pack Rat's power and toughness are each equal to the number of Rats you control.<br/>{2}{B}, Discard a card: Create a token that's a copy of this creature.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rakdos's Return</div><div><div>X</div><div>B</div><div>R</div></div></div> <div><div>Sorcery</div><div>Rakdos's Return deals X damage to target opponent or planeswalker. That player or that planeswalker's controller discards X cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rakdos's Return</div><div><div>X</div><div>B</div><div>R</div></div></div> <div><div>Sorcery</div><div>Rakdos's Return deals X damage to target opponent or planeswalker. That player or that planeswalker's controller discards X cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rootbound Crag</div></div> <div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |
| <div><div>Rootbound Crag</div></div> <div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Temple of Malady</div></div> <div><div>Land</div><div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Temple of Malady</div></div> <div><div>Land</div><div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Temple of Malady</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p><p>{T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Terramorphic Expanse</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Terramorphic Expanse</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Terramorphic Expanse</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Thoughtseize</div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Thoughtseize</div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Thoughtseize</div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Thoughtseize</div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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| <div><div><div>Underworld Connections</div><div>1BB</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land has "{T}, Pay 1 life:<br/>Draw a card."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underworld Connections</div><div>1BB</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land has "{T}, Pay 1 life:<br/>Draw a card."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Underworld Connections</div><div>1BB</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land has "{T}, Pay 1 life:<br/>Draw a card."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Vraska the Unseen</div><div>3BG</div></div><div>Legendary Planeswalker -- Vraska</div><div>[+1]: Until your next turn, whenever<br/>a creature deals combat damage to<br/>Vraska, destroy that creature.<br/>[-3]: Destroy target nonland<br/>permanent.<br/>[-7]: Create three 1/1 black<br/>Assassin creature tokens with<br/>"Whenever this token deals combat<br/>damage to a player, that player<br/>loses the game."</div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Dreadbore</div><div>BR</div></div><div>Sorcery</div><div>Destroy target creature or<br/>planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Eyes of the Wisent</div><div>1G</div></div><div>Kindred Enchantment -- Elemental</div><div>Whenever an opponent casts a blue<br/>spell during your turn, you may<br/>create a 4/4 green Elemental<br/>creature token.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gaea's Revenge</div><div>5GG</div></div><div>Creature -- Elemental</div><div>This spell can't be countered.<br/>Haste<br/>This creature can't be the target of<br/>nongreen spells or abilities from<br/>nongreen sources.</div><div>[sideboard]</div><div>8/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gaea's Revenge</div><div>5GG</div></div><div>Creature -- Elemental</div><div>This spell can't be countered.<br/>Haste<br/>This creature can't be the target of<br/>nongreen spells or abilities from<br/>nongreen sources.</div><div>[sideboard]</div><div>8/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          |

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| <div><div>Mizzium Mortars</div><div>①Ⓡ</div></div> <div>Sorcery</div> <div>Mizzium Mortars deals 4 damage to target creature you don't control. Overload {3}{R}{R}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div><div>Obstinate Baloth</div><div>②ⓖⓖ</div></div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 4 life.<br/>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.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Obstinate Baloth</div><div>②ⓖⓖ</div></div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 4 life.<br/>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.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Obstinate Baloth</div><div>②ⓖⓖ</div></div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 4 life.<br/>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.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Obstinate Baloth</div><div>②ⓖⓖ</div></div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 4 life.<br/>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.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Pyroclasm</div><div>①Ⓡ</div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           | <div><div>Pyroclasm</div><div>①Ⓡ</div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           | <div><div>Siege-Gang Commander</div><div>③ⓇⓇ</div></div> <div>Creature -- Goblin</div> <div>When this creature enters, create three 1/1 red Goblin creature tokens.<br/>{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           |

## Siege-Gang Commander (3)(R)(R)

Creature -- Goblin

When this creature enters, create three 1/1 red Goblin creature tokens.

{1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target.

[sideboard]

2/2

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## Slaughter Games (2)(B)(R)

Sorcery

This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

[sideboard]

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## Vraska the Unseen (3)(B)(G)

Legendary Planeswalker -- Vraska

[+1]: Until your next turn, whenever a creature deals combat damage to Vraska, destroy that creature.

[-3]: Destroy target nonland permanent.

[-7]: Create three 1/1 black Assassin creature tokens with "Whenever this token deals combat damage to a player, that player loses the game."

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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