

Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Down Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Down Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Golgari Rot Farm

Land

This land enters tapped.
When this land enters, return a land
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Golgari Rot Farm

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This land enters tapped.
When this land enters, return a land
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Guildsworn Prowler ① ②

Creature -- Tiefling Rogue Assassin

Deathtouch
When this creature dies, if it
wasn't blocking, draw a card.

2/1

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Guildsworn Prowler (1)(B)

Creature -- Tiefling Rogue Assassin

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When this creature dies, if it
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Ichor Wellspring ②

Artifact

When this artifact enters or is put into a graveyard from the battlefield, draw a card.

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When this artifact enters or is put into a graveyard from the battlefield, draw a card.

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Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

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① ② B

Creature -- Vampire Cleric

When this creature enters, each opponent loses X life and you gain X life, where X is the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

2/1

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① ② B

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Malakir Blood-Priest ① ② ③ Creature -- Vampire Cleric When this creature enters, each opponent loses X life and you gain X life, where X is the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malakir Blood-Priest ① ② ③ Creature -- Vampire Cleric When this creature enters, each opponent loses X life and you gain X life, where X is the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal ① ② ③ ④ ⑤ ⑥ Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okiba Reckoner Raid ② ③ ④ ⑤ ⑥ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Stickytongue Sentinel 26 Creature -- Frog Warrior Reach When this creature enters, return up to one other target permanent you control to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stickytongue Sentinel 26 Creature -- Frog Warrior Reach When this creature enters, return up to one other target permanent you control to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stickytongue Sentinel 26 Creature -- Frog Warrior Reach When this creature enters, return up to one other target permanent you control to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stickytongue Sentinel 26 Creature -- Frog Warrior Reach When this creature enters, return up to one other target permanent you control to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ashes to Ashes 1 B B Sorcery Exile two target nonartifact creatures. Ashes to Ashes deals 5 damage to you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashes to Ashes 1 B B Sorcery Exile two target nonartifact creatures. Ashes to Ashes deals 5 damage to you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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① G

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

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2 B

Discard any number of cards. Target player reveals their hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

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① ⑥

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm

① ②

Instant

You gain 3 life.

Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

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Weather the Storm

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Instant

You gain 3 life.

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[sideboard]

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