

Aboleth Spawn (2)(U) Creature -- Fish Horror Flash Ward {2} Probing Telepathy -- Whenever a creature entering under an opponent's control causes a triggered ability of that creature to trigger, you may copy that ability. You may choose new targets for the copy. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Altar of the Brood (1) Artifact Whenever another permanent you control enters, each opponent mills a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Animate Dead (1)(B) Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet (2) Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archive Trap (3)(U)(U) Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodchief Ascension (B) Enchantment At the beginning of each end step, if an opponent lost 2 or more life this turn, you may put a quest counter on this enchantment. (Damage causes loss of life.) Whenever a card is put into an opponent's graveyard from anywhere, if this enchantment has three or more quest counters on it, you may have that player lose 2 life. If you do, you gain 2 life. 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	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breach the Multiverse 5BB Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bruvac the Grandiloquent 2U Legendary Creature -- Human Advisor If an opponent would mill one or more cards, they mill twice that many cards instead. (To mill a card, a player puts the top card of their library into their graveyard.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Court of Cunning 1UU Enchantment When this enchantment enters, you become the monarch. At the beginning of your upkeep, any number of target players each mill two cards. If you're the monarch, each of those players mills ten cards instead. (To mill a card, a player puts the top card of their library into their graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate 2G Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Your Losses 4UUU Sorcery Casualty 2 (As you cast this spell, you may sacrifice a creature with power 2 or greater. When you do, copy this spell and you may choose a new target for the copy.) Target player mills half their library, rounded down. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathrite Shaman 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Consultation Instant Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Destiny Spinner Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Didn't Say Please Instant Counter target spell. Its controller mills three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drown in the Loch UB Instant Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Scourge 3 Creature -- Eldrazi Horror You may cast this card from exile. When this creature becomes the target of a spell or ability an opponent controls, exile this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exotic Orchard Land {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek 1G Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fierce Guardianship 2U Instant If you control a commander, you may cast this spell without paying its mana cost. Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Food Chain 2G Enchantment Exile a creature you control: Add X mana of any one color, where X is 1 plus the exiled creature's mana value. Spend this mana only to cast creature spells. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fraying Sanity2U Enchantment -- Aura Curse Enchant player At the beginning of each end step, enchanted player mills X cards, where X is the number of cards put into their graveyard from anywhere this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the UnthinkableUB Sorcery Target player mills ten cards. 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
Glowing One2G Creature -- Zombie Mutant Deathtouch Whenever this creature deals combat damage to a player, they get four red counters. Whenever a player mills a nonland card, you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grindstone1 Artifact {3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron CrabU Creature -- Crab Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Infesting Radroach (2)(B) Creature -- Insect Mutant Flying This creature can't block. Whenever this creature deals combat damage to a player, they get that many rad counters. Whenever an opponent mills a nonland card, if this creature is in your graveyard, you may return it to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Memory Adept (3)(U)(U) Legendary Planeswalker -- Jace [+1]: Draw a card. Target player mills a card. [0]: Target player mills ten cards. [-7]: Any number of target players each draw twenty cards. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, Wieler of Mysteries (1)(U)(U)(U) Legendary Planeswalker -- Jace If you would draw a card while your library has no cards in it, you win the game instead. [+1]: Target player mills two cards. Draw a card. [-8]: Draw seven cards. Then if your library has no cards in it, you win the game. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kona, Rescue Beastie 3 6 Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Life from the Loam 1 6 Sorcery Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Greaves 2 Artifact -- Equipment Equipped creature has haste and shroud. (It can't be the target of spells or abilities.) Equip {0} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maddening Cacophony 1 U Sorcery Kicker {3}{U} Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mana Drain U U Instant Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Erosion 1 U U Enchantment Whenever an opponent casts a spell, that player mills two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Orb 2 Artifact Whenever a permanent becomes untapped, that permanent's controller mills a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindcrank 2 Artifact Whenever an opponent loses life, that player mills that many cards. (Damage causes loss of life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Grind (X)(U)(B) Sorcery Each opponent reveals cards from the top of their library until they reveal X land cards, then puts all cards revealed this way into their graveyard. X can't be 0. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misthollow Griffin (2)(U)(U) Creature -- Griffin Flying You may cast this card from exile. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muldrotha, the Gravetide (3)(B)(G)(U) Legendary Creature -- Elemental Avatar During each of your turns, you may play a land and cast a permanent spell of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutational Advantage (1)(G)(U) Instant Permanents you control with counters on them gain hexproof and indestructible until end of turn. Prevent all damage that would be dealt to those permanents this turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystic Remora (U) Enchantment Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oko, Thief of Crowns (1)(G)(U) Legendary Planeswalker -- Oko [+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opulent Palace Land This land enters tapped. {T}: Add {B}, {G}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psychic Corrosion (2)(U)

Enchantment

Whenever you draw a card, each opponent mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampant Growth (1)(G)

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rejuvenating Springs

Land

This land enters tapped unless you have two or more opponents.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reliquary Tower

Land

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You have no maximum hand size.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ripples of Undeath (1) (B)

Enchantment

At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rogue's Passage

Land

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{T}: Add {C}.
{4}, {T}: Target creature can't be
blocked this turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruin Crab U Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sol Ring 1 Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double 3U Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. 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 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 PLAY botbox.dev	Swiftfoot Boots ② Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Syr Konrad, the Grim ③B③ Legendary Creature -- Human Knight Whenever another creature dies, or a creature card is put into a graveyard from anywhere other than the battlefield, or a creature card leaves your graveyard, Syr Konrad deals 1 damage to each opponent. {1}{B}: Each player mills a card. (They each put the top card of their library into their graveyard.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tainted Isle Land {T}: Add {C}. {T}: Add {U} or {B}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tainted Wood Land {T}: Add {C}. {T}: Add {B} or {G}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Curiosity ② Artifact {T}: Add {C}. {T}: Add {G} or {U}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Dominance ② Artifact {T}: Add {C}. {T}: Add {U} or {B}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Resilience ② Artifact {T}: Add {C}. {T}: Add {B} or {G}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Oracle ⓪ⓤ Creature -- Merfolk Wizard When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Master, Transcendent 1BGU Legendary Artifact Creature -- Mutant When The Master enters, target player gets two rad counters. {T}: Put target creature card in a graveyard that was milled this turn onto the battlefield under your control. It's a green Mutant with base power and toughness 3/3. (It loses its other colors and creature types.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mindskinner ⓪ⓤⓤ Legendary Enchantment Creature -- Nightmare The Mindskinner can't be blocked. If a source you control would deal damage to an opponent, prevent that damage and each opponent mills that many cards. 10/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wise Mothman 1BGU Legendary Creature -- Insect Mutant Flying Whenever The Wise Mothman enters or attacks, each player gets a rad counter. Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Traumatize 3⓪ⓤ Sorcery Target player mills half their library, rounded down. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twilight Mire Land {T}: Add {C}. {B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undead Alchemist 3ⓤ Creature -- Zombie If a Zombie you control would deal combat damage to a player, instead that player mills that many cards. Whenever a creature card is put into an opponent's graveyard from their library, exile that card and create a 2/2 black Zombie creature token. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undergrowth Stadium

Land

This land enters tapped unless you have two or more opponents.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walk-In Closet

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Enchantment - - Room

You may play lands from your graveyard.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

Forgotten Cellar

3GG

Enchantment -- Room

When you unlock this door, you may cast spells from your graveyard this turn, and if a card would be put into your graveyard from anywhere this turn, exile it instead. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Cemetery

Land

This land enters tapped unless you control a Swamp or a Forest.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zellix, Sanity Flayer (2)(U)

②③

Legendary Creature -- Horror

Hive Mind -- Whenever a player mills one or more creature cards, you create a 1/1 black Horror creature token.
{1}, {T}: Target player mills three cards.
Choose a Background (You can have a Background as a second commander.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev