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| <div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life.<br/>Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Bump in the Night</div> <div>B</div> <div>Sorcery</div> <div>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Bump in the Night</div> <div>B</div> <div>Sorcery</div> <div>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Bump in the Night</div> <div>B</div> <div>Sorcery</div> <div>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Bump in the Night</div> <div>B</div> <div>Sorcery</div> <div>Target opponent loses 3 life.<br/>Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        |

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| <div><div><div>Faithless Looting</div><div><div>R</div></div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                          | <div><div><div>Faithless Looting</div><div><div>R</div></div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                          | <div><div><div>Faithless Looting</div><div><div>R</div></div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                          | <div><div><div>Faithless Looting</div><div><div>R</div></div></div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                          |
| <div><div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Instant</div><div>Fiery Temper deals 3 damage to any target.<br/>Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Grab the Prize</div><div>①②</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div><div>Grab the Prize</div><div>①②</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grab the Prize</div><div>①②</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grab the Prize</div><div>①②</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Highway Robbery</div><div>①②</div></div><div>Sorcery</div><div>You may discard a card or sacrifice a land. If you do, draw two cards. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Jagged Barrens</div></div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>Jagged Barrens</div></div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>Jagged Barrens</div></div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |

Land - - Desert

This land enters tapped.  
When this land enters, it deals 1  
damage to target opponent.  
{T}: Add {B} or {R}.

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3 B

Creature -- Imp

Flying, haste  
Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

**2/2**

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3 B

Creature -- Imp

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**2/2**

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**2/2**

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3 B

Creature -- Imp

Flying, haste  
Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

**2/2**

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Instant

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Lightning Bolt deals 3 damage to any
target.
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| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                     | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Piranha Marsh</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, target player loses 1 life.<br/>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Piranha Marsh</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, target player loses 1 life.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Piranha Marsh</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, target player loses 1 life.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Piranha Marsh</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, target player loses 1 life.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rakdos Carnarium</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {B}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Razortrap Gorge</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Razortrap Gorge</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Razortrap Gorge</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Razortrap Gorge</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |

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| <div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |
| <div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

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When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

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① R

\* Cast into the Fire deals 1 damage to each of up to two target creatures.

\* Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

\* Cast into the Fire deals 1 damage to each of up to two target creatures.

\* Exile target artifact.

[sidebar]

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Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sidebar]

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Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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| <div><div><div>Extract a Confession</div><div>①B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Extract a Confession</div><div>①B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gorilla Shaman</div><div>R</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Relic of Progenitus</div><div>①</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div><div>Relic of Progenitus</div><div>①</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div><div>Terminal Agony</div><div>②BR</div></div><div>Sorcery</div><div>Destroy target creature. Madness {B}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div><div>Terminal Agony</div><div>②BR</div></div><div>Sorcery</div><div>Destroy target creature. Madness {B}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Terminal Agony</div><div>②BR</div></div><div>Sorcery</div><div>Destroy target creature. Madness {B}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Terminal Agony</div><div>2BR</div></div><div>Sorcery</div><div>Destroy target creature.<br/>Madness {B}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Trespasser's Curse</div><div>1B</div></div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Trespasser's Curse</div><div>1B</div></div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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