

<div><div>Blanchwood Prowler</div><div>①⑥</div></div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blanchwood Prowler</div><div>①⑥</div></div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blanchwood Prowler</div><div>①⑥</div></div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blanchwood Prowler</div><div>①⑥</div></div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Bloodfell Caves</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blossom Prancer</div><div>③⑥⑥</div></div> <div>Creature -- Spirit</div> <div>Reach When this creature enters, look at the top five cards of your library. You may reveal a creature or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, you gain 4 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blossom Prancer</div><div>③⑥⑥</div></div> <div>Creature -- Spirit</div> <div>Reach When this creature enters, look at the top five cards of your library. You may reveal a creature or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, you gain 4 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blossom Prancer</div><div>③⑥⑥</div></div> <div>Creature -- Spirit</div> <div>Reach When this creature enters, look at the top five cards of your library. You may reveal a creature or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, you gain 4 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Blossom Prancer</div><div>3GG</div></div><div>Creature -- Spirit</div><div>Reach When this creature enters, look at the top five cards of your library. You may reveal a creature or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, you gain 4 life.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Calamitous Cave-In</div><div>3R</div></div><div>Sorcery</div><div>Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Calamitous Cave-In</div><div>3R</div></div><div>Sorcery</div><div>Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Calamitous Cave-In</div><div>3R</div></div><div>Sorcery</div><div>Calamitous Cave-In deals X damage to each creature and each planeswalker, where X is the number of Caves you control plus the number of Cave cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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7 B

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Lifelink

5/5

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Lifelink

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Cave

This land enters tapped.
{T}: Add {B}.
{4}{B}, {T}, Sacrifice this land:
Discover 4. Activate only as a
sorcery. (Exile cards from the top
of your library until you exile a
nonland card with mana value 4 or
less. Cast it without paying its
mana cost or put it into your hand.
Put the rest on the bottom in a
random order.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Nursery

Land - - Cave

This land enters tapped.
{T}: Add {G}.
{4}{G}, {T}, Sacrifice this land:
Discover 4. Activate only as a
sorcery. (Exile cards from the top
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Put the rest on the bottom in a
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Volcano

Land - - Cave

This land enters tapped.
{T}: Add {R}.
{4}{R}, {T}, Sacrifice this land:
Discover 4. Activate only as a
sorcery. (Exile cards from the top
of your library until you exile a
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Put the rest on the bottom in a
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honest Rutstein

1 B G

Legendary Creature -- Human Warlock

When Honest Rutstein enters, return target creature card from your graveyard to your hand.
Creature spells you cast cost {1} less to cast.

3/2

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Honest Rutstein

① ② ③

Legendary Creature -- Human Warlock

When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast.

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When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Roots

B G

Enchantment

Creature tokens you control have "{T}": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

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<div><div><div>Insidious Roots</div><div><div>B</div><div>G</div></div></div><div>Enchantment</div><div>Creature tokens you control have "{T}": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Insidious Roots</div><div><div>B</div><div>G</div></div></div><div>Enchantment</div><div>Creature tokens you control have "{T}": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Insidious Roots</div><div><div>B</div><div>G</div></div></div><div>Enchantment</div><div>Creature tokens you control have "{T}": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Jungle Hollow</div></div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Riveteers Charm (B)(R)(G)</div> <div>Instant</div> <div>Choose one -- * Target opponent sacrifices a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. * Exile the top three cards of your library. Until your next end step, you may play those cards. * Exile target player's graveyard.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rubblebelt Maverick (G)</div> <div>Creature -- Human Detective</div> <div>When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rubblebelt Maverick (G)</div> <div>Creature -- Human Detective</div> <div>When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rubblebelt Maverick (G)</div> <div>Creature -- Human Detective</div> <div>When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> <div> Undead Butler <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Zombie </div> <div> <p>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Undead Butler <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Zombie </div> <div> <p>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <p>When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Urborg Repossession <div> <div>B</div> </div> </div> <div> Sorcery </div> <div> <p>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)</p> <p>Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Urborg Repossession <div> <div>B</div> </div> </div> <div> Sorcery </div> <div> <p>Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)</p> <p>Return target creature card from your graveyard to your hand. You gain 2 life. If this spell was kicked, return another target permanent card from your graveyard to your hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Cease <div> <div>1</div> <div>6/6</div> </div> </div> <div> Instant </div> <div> <p>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</p> <p>[sideboard]</p> </div> <div> ----- RIGHT HALF ----- </div> <div> <div> Desist <div> <div>4</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> Sorcery </div> <div> <p>Destroy all artifacts and enchantments.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Cease <div> <div>1</div> <div>6/6</div> </div> </div> <div> Instant </div> <div> <p>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</p> <p>[sideboard]</p> </div> <div> ----- RIGHT HALF ----- </div> <div> <div> Desist <div> <div>4</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> Sorcery </div> <div> <p>Destroy all artifacts and enchantments.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Cease <div> <div>1</div> <div>6/6</div> </div> </div> <div> Instant </div> <div> <p>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</p> <p>[sideboard]</p> </div> <div> ----- RIGHT HALF ----- </div> <div> <div> Desist <div> <div>4</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> Sorcery </div> <div> <p>Destroy all artifacts and enchantments.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Cease <div> <div>1</div> <div>6/6</div> </div> </div> <div> Instant </div> <div> <p>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</p> <p>[sideboard]</p> </div> <div> ----- RIGHT HALF ----- </div> <div> <div> Desist <div> <div>4</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> Sorcery </div> <div> <p>Destroy all artifacts and enchantments.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>

<div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Malicious Eclipse</div><div><div>1</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Malicious Eclipse</div><div><div>1</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Riveteers Charm</div><div><div>B</div><div>R</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * Target opponent sacrifices a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. * Exile the top three cards of your library. Until your next end step, you may play those cards. * Exile target player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Riveteers Charm</div><div><div>B</div><div>R</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * Target opponent sacrifices a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. * Exile the top three cards of your library. Until your next end step, you may play those cards. * Exile target player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tear Asunder</div><div><div>1</div><div>G</div></div></div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tear Asunder</div><div><div>1</div><div>G</div></div></div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Tear Asunder16</div> <div> <div>Instant</div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tithing Blade1B</div> <div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> </div> <div>[sideboard]</div> </div> </div> <div> <div>Consuming Sepulcher</div> <div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tithing Blade1B</div> <div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> </div> <div>[sideboard]</div> </div> </div> <div> <div>Consuming Sepulcher</div> <div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	