## Demonic Embrace {1}{B}{B}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +3/+1, has flying, and is a Demon in addition to its other types.
You may cast this card from your graveyard by paying 3 life and discarding a card in addition to paying its other costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Down in the Valley {2}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
II -- This Saga gains "Landfall -- Whenever a land you control enters, create a 1/1 green Elf creature token."
III, IV -- Elves you control get +1/+0 and gain vigilance until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Fangkeeper's Familiar {1}{B}{G}{U}

Creature -- Snake

Flash
When this creature enters, choose one --
* You gain 3 life and surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Destroy target enchantment.
* Counter target creature spell.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Hedge Shredder {2}{G}{G}

Artifact -- Vehicle

Whenever this Vehicle attacks, you may mill two cards.
Whenever one or more land cards are put into your graveyard from your library, put them onto the battlefield tapped.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

5/5

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## Hissing Quagmire

Land

This land enters tapped.
{T}: Add {B} or {G}.
{1}{B}{G}: Until end of turn, this land becomes a 2/2 black and green Elemental creature with deathtouch. It's still a land.

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{T}: Add {B} or {G}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Honored Hydra (5)(G)

Creature -- Snake Hydra

Trample
Embalm {3}{G} ({3}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Snake Hydra with no mana cost. Embalm only as a sorcery.)

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**6/6**

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## Honored Hydra (5)(G)

Creature -- Snake Hydra

Trample
Embalm {3}{G} ({3}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Snake Hydra with no mana cost. Embalm only as a sorcery.)

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hostage Taker (2)(U)(B)

Creature -- Human Pirate

When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hostage Taker (2)(U)(B)

Creature -- Human Pirate

When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kishla Village

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {G}.
{3}{G}, {T}: 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.)

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## Lluwen, Imperfect Naturalist {B/G}{B/G}

Legendary Creature -- Elf Druid

When Lluwen enters, mill four cards, then you may put a creature or land card from among the milled cards on top of your library.
{2}{B/G}{B/G}{B/G}, {T}, Discard a land card: Create a 1/1 black and green Worm creature token for each land card in your graveyard.

**1/3**

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lochmere Serpent {4}{U}{B}

Creature -- Serpent

Flash
{U}, Sacrifice an Island: This creature can't be blocked this turn.
{B}, Sacrifice a Swamp: You gain 1 life and draw a card.
{U}{B}: Exile five target cards from an opponent's graveyard. Return this card from your graveyard to your hand. Activate only as a sorcery.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mimic Vat {3}

Artifact

Imprint -- Whenever a nontoken creature dies, you may exile that card. If you do, return each other card exiled with this artifact to its owner's graveyard.
{3}, {T}: Create a token that's a copy of a card exiled with this artifact. It gains haste. Exile it at the beginning of the next end step.

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## Necroblossom Snarl

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Restless Vinestalk

Land

This land enters tapped.
{T}: Add {G} or {U}.
{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

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This land enters tapped.
{T}: Add {G} or {U}.
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## Sidisi, Brood Tyrant (1)(B)(G)(U)

Legendary Creature -- Snake Shaman

Whenever Sidisi enters or attacks, mill three cards.
Whenever one or more creature cards are put into your graveyard from your library, create a 2/2 black Zombie creature token.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Snow-Covered Forest**

Basic Snow Land -- Forest

({T}: Add {G}.)

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## Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

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Basic Snow Land -- Swamp

({T}: Add {B}.)

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## Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul of Innistrad {4}{B}{B}

Creature -- Avatar

Deathtouch
{3}{B}{B}: Return up to three target creature cards from your graveyard to your hand.
{3}{B}{B}, Exile this card from your graveyard: Return up to three target creature cards from your graveyard to your hand.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Souls of the Lost {1}{B}

Creature -- Spirit

As an additional cost to cast this spell, discard a card or sacrifice a permanent.
Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.

***/*+1**

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## 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


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## The Death of Gwen Stacy {2}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature.
II -- Each player may discard a card. Each player who doesn't loses 3 life.
III -- Exile any number of target players' graveyards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thragtusk (4)(G)

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Thragtusk (4)(G)

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thragtusk (4)(G)

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Kaito, Dancing Shadow (2)(U)(B)

Legendary Planeswalker -- Kaito

Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once.
[+1]: Up to one target creature can't attack or block until your next turn.
[0]: Draw a card.
[-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life."

[sideboard]

**L 3**

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[sideboard]

**L 3**

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## Nighthawk Scavenger (1)(B)(B)

Creature -- Vampire Rogue

Flying, deathtouch, lifelink
Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards.

[sideboard]

**1+*/3**

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[sideboard]

**1+*/3**

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## Overcharged Amalgam {2}{U}{U}

Creature -- Zombie Horror

Flash
Flying
Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, counter target spell, activated ability, or triggered ability.

[sideboard]

**3/3**

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[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Profaner of the Dead {3}{U}

Creature -- Snake Wizard

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, return to their owners' hands all creatures your opponents control with toughness less than the exploited creature's toughness.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Profaner of the Dead {3}{U}

Creature -- Snake Wizard

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, return to their owners' hands all creatures your opponents control with toughness less than the exploited creature's toughness.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

**2/2**

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Webstrike Elite {G}{G}

Creature -- Insect Archer

Reach
Cycling {X}{G}{G} ({X}{G}{G}, Discard this card: Draw a card.)
When you cycle this card, destroy up to one target artifact or enchantment with mana value X.

[sideboard]

**3/3**

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[sideboard]

**3/3**

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.