

Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodghast B B Creature -- Vampire Spirit This creature can't block. This creature has haste as long as an opponent has 10 or less life. Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Darklight Phoenix (3)(B) Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darklight Phoenix (3)(B) Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darklight Phoenix (3)(B) Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if two or more creatures died this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Matter Manipulator (B) Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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®

Haste
Discard a card, Sacrifice this creature: Draw a card.

1/1

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Discard a card, Sacrifice this creature: Draw a card.

1/1

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(B)

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

7/7

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{T}, Sacrifice a creature: Add
{B}{B}.

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 {T}, Sacrifice a creature: Add
 {B}{B}.

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Land

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

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Land -- Swamp Mountain

({{T}}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{B}, {T}: Target creature you control convines X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Creature -- Zombie

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

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Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Creature -- Drix Warlock

Haste
You may cast this card from your graveyard using its warp ability. Warp--[B], Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haste
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2/2

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Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Creature -- Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Creature -- Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Creature -- Elemental

Haste
Whenever you cast a spell, if it's
the second creature spell you cast
this turn, you may return this card
from your graveyard to the
battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengevine (2)(G)(G) Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Voidwalker (B)(B) Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Voidwalker (B)(B) Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Voidwalker B B Creature -- Dauthi Rogue Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feed the Swarm 1 B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Feed the Swarm 1 B Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meltdown X R Sorcery Destroy each artifact with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meltdown X R Sorcery Destroy each artifact with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

