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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bone Shards</b><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or discard a card. Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bone Shards</b><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or discard a card. Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Bone Shards</b><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or discard a card. Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Carrion Feeder</b><div>B</div></div><div>Creature -- Zombie</div><div>This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><b>Carrion Feeder</b><div>B</div></div><div>Creature -- Zombie</div><div>This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><b>Carrion Feeder</b><div>B</div></div><div>Creature -- Zombie</div><div>This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |

**B**

This creature can't block.  
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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

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3 B

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

3 B

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

3 B

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

**B**

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

**(B)**

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

**(B)**

When this creature enters, mill three cards.  
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1/2

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| <div><div><div>Dark Matter Manipulator</div><div>B</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, mill three cards.<br/>This creature gets +2/+0 for every seven cards in your graveyard.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Eyewitch</div><div>B</div></div><div>Creature -- Eye Bat</div><div>Flying<br/>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Eyewitch</div><div>B</div></div><div>Creature -- Eye Bat</div><div>Flying<br/>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Eyewitch</div><div>B</div></div><div>Creature -- Eye Bat</div><div>Flying<br/>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div><div><div>Eyewitch</div><div>B</div></div><div>Creature -- Eye Bat</div><div>Flying<br/>When this creature dies, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flare of Malice</div><div>2BB</div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br/>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Flare of Malice</div><div>②ⒷⒷ</div></div> <div>Instant</div> <div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div><div>Life from the Loam</div><div>①Ⓔ</div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        | <div><div>Malevolent Rumble</div><div>①Ⓔ</div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malevolent Rumble</div><div>①Ⓔ</div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Malevolent Rumble</div><div>①Ⓔ</div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Malevolent Rumble</div><div>①Ⓔ</div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Marsh Flats</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          | <div><div>Marsh Flats</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          |

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| <div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                         |
| <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Phyrexian Tower</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div>Spymaster's Vault</div><div>Land</div><div>This land enters tapped unless you control a Swamp.<br/>{T}: Add {B}.<br/>{B}, {T}: Target creature you control connives 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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div>This land enters tapped unless you control a Swamp.<br/>{T}: Add {B}.<br/>{B}, {T}: Target creature you control connives 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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Spymaster's Vault</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Swamp.<br/> {T}: Add {B}.<br/> {B}, {T}: Target creature you control connives 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.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Stitcher's Supplier</b> <b>B</b><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Stitcher's Supplier</b> <b>B</b><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Stitcher's Supplier</b> <b>B</b><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                            |
| <b>Stitcher's Supplier</b> <b>B</b><br><hr/> Creature -- Zombie<br><hr/> <p>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                               | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> <p>(T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                           | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> <p>(T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                           | <b>Timeline Culler</b> <b>B</b> <b>B</b><br><hr/> Creature -- Drix Warlock<br><hr/> <p>Haste<br/> 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.)</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Timeline Culler</b> (B)(B)<br>Creature -- Drix Warlock<br>Haste<br>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.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Timeline Culler</b> (B)(B)<br>Creature -- Drix Warlock<br>Haste<br>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.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Timeline Culler</b> (B)(B)<br>Creature -- Drix Warlock<br>Haste<br>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.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Underground Mortuary</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Underground Mortuary</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                        | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                              | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                              | <b>Vengevine</b> (2)(G)(G)<br>Creature -- Elemental<br>Haste<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev       |

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| <div><div>Vengevine</div><div><div>2</div><div>G</div><div>G</div></div><div>Creature -- Elemental</div><div>Haste<br/>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.</div><div><div>4/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 |
| <div><div>Culling Ritual</div><div><div>2</div><div>B</div><div>G</div></div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Culling Ritual</div><div><div>2</div><div>B</div><div>G</div></div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Culling Ritual</div><div><div>2</div><div>B</div><div>G</div></div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Decorum Dissertation</div><div><div>3</div><div>B</div><div>B</div></div><div>Sorcery -- Lesson</div><div>Target player draws two cards and loses 2 life.<br/>Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Guerrilla Gorilla</b> ①⑥<br>Creature -- Ape Soldier Hero<br>Reach<br>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Guerrilla Gorilla</b> ①⑥<br>Creature -- Ape Soldier Hero<br>Reach<br>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Leyline of the Void</b> ②B③<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                 | <b>Leyline of the Void</b> ②B③<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            |
| <b>Leyline of the Void</b> ②B③<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Leyline of the Void</b> ②B③<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Origin of Metalbending</b> ①⑥<br>Instant -- Lesson<br>Choose one --<br>* Destroy target artifact or enchantment.<br>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ruinous Waterbending</b> ①B③<br>Sorcery -- Lesson<br>As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

