

**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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Basic Land -- Forest

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

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## Land

{T}: Add {C}.  
{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.

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Land -- Plains Swamp

(**{T}**: Add **{W}** or **{B}**.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**B G**

```
Choose one --
* All creatures get -1/-1 until end
of turn.
* Destroy target enchantment.
* Regenerate each creature you
control.
```

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## Inquisition of Kozilek (B)

## Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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## Liliana of the Veil (1)(B)(B)

### Legendary Planeswalker -- Liliana

```
[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
```

**L 3**

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## Liliana of the Veil ①(B)(B)

Legendary Planeswalker -- Liliana

```
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**L 3**

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**L 3**

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## Lingering Souls (2)(W)

Sorcery

Create two 1/1 white Spirit creature tokens with flying.  
Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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| <div>Lingering Souls (2) (W)</div> <div>Sorcery</div> <div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lingering Souls (2) (W)</div> <div>Sorcery</div> <div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lingering Souls (2) (W)</div> <div>Sorcery</div> <div>Create two 1/1 white Spirit creature tokens with flying.<br/>Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Maelstrom Pulse (1) (B) (G)</div> <div>Sorcery</div> <div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</div>   |

## Overgrown Tomb

Land - - Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## Path to Exile

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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## Path to Exile

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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## Plains

## Basic Land -- Plains

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

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## Scavenging Ooze

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.

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| <p><b>Siege Rhino</b> 1WBG</p> <p>Creature -- Rhino</p> <p>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Siege Rhino</b> 1WBG</p> <p>Creature -- Rhino</p> <p>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Siege Rhino</b> 1WBG</p> <p>Creature -- Rhino</p> <p>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <p><b>Siege Rhino</b> 1WBG</p> <p>Creature -- Rhino</p> <p>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 |
| <p><b>Snow-Covered Swamp</b></p> <p>Basic Snow Land -- Swamp</p> <p>{T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                            | <p><b>Snow-Covered Swamp</b></p> <p>Basic Snow Land -- Swamp</p> <p>{T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                            | <p><b>Stirring Wildwood</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Stirring Wildwood</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {G} or {W}.<br/>{1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Tarmogoyf</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Token Creature -- Lhurgoyf</div> <div> <p>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>(This token's mana cost is {1}{G}.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div> <div>Tarmogoyf</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Token Creature -- Lhurgoyf</div> <div> <p>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>(This token's mana cost is {1}{G}.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div> <div>Tarmogoyf</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Token Creature -- Lhurgoyf</div> <div> <p>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>(This token's mana cost is {1}{G}.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Tarmogoyf</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Token Creature -- Lhurgoyf</div> <div> <p>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>(This token's mana cost is {1}{G}.)</p> </div> <div> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Tasigur, the Golden Fang</div> <div> <div>5</div> <div>B</div> </div> </div> <div>Legendary Creature -- Human Shaman</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.</p> </div> <div> <div>4/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Tasigur, the Golden Fang</div> <div> <div>5</div> <div>B</div> </div> </div> <div>Legendary Creature -- Human Shaman</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.</p> </div> <div> <div>4/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Temple Garden</div> </div> <div>Land -- Forest Plains</div> <div> <p>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div> <div>Thoughtseize</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  |

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| <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div><div>Treetop Village</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Urborg, Tomb of Yawgmoth</div></div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       |
| <div><div>Verdant Catacombs</div></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>Verdant Catacombs</div></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>Verdant Catacombs</div></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>Verdant Catacombs</div></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> |

## Windswept Heath

Land

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

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Land

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

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## Woodland Cemetery

Land

This land enters tapped unless you control a Swamp or a Forest.  
{T}: Add {B} or {G}.

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2 G

## Enchantment

Islands don't untap during their controllers' untap steps.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

## Enchantment

Islands don't untap during their controllers' untap steps.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

## Sorcery

Destroy all creatures. They can't be regenerated.

[sidebar]

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① B/R B/R

Creature -- Elemental Shaman

Sacrifice this creature: Destroy target nonbasic land.

[sideboard]

2/2

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| <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                  | <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rest for the Weary</b> (1)(W)<br>Instant<br>Target player gains 4 life. Landfall -- If you had a land enter the battlefield under your control this turn, that player gains 8 life instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Rest for the Weary</b> (1)(W)<br>Instant<br>Target player gains 4 life. Landfall -- If you had a land enter the battlefield under your control this turn, that player gains 8 life instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stony Silence</b> (1)(W)<br>Enchantment<br>Activated abilities of artifacts can't be activated.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            | <b>Stony Silence</b> (1)(W)<br>Enchantment<br>Activated abilities of artifacts can't be activated.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            | <b>Stony Silence</b> (1)(W)<br>Enchantment<br>Activated abilities of artifacts can't be activated.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                             |

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| <div> <div> Thoughtseize <div>B</div> </div> <div> Sorcery </div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Zealous Persecution <div>W B</div> </div> <div> Instant </div> <div> Until end of turn, creatures you control get +1/+1 and creatures your opponents control get -1/-1. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Zealous Persecution <div>W B</div> </div> <div> Instant </div> <div> Until end of turn, creatures you control get +1/+1 and creatures your opponents control get -1/-1. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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