

Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Architects of Will (2)(U)(B) Artifact Creature -- Human Wizard When this creature enters, look at the top three cards of target player's library, then put them back in any order. Cycling {U/B} ({U/B}, Discard this card: Draw a card.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. 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
Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deadshot Minotaur 3 R G Creature -- Minotaur When this creature enters, it deals 3 damage to target creature with flying. Cycling {R/G} ({R/G}, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadshot Minotaur 3 R G Creature -- Minotaur When this creature enters, it deals 3 damage to target creature with flying. Cycling {R/G} ({R/G}, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadshot Minotaur 3 R G Creature -- Minotaur When this creature enters, it deals 3 damage to target creature with flying. Cycling {R/G} ({R/G}, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadshot Minotaur 3 R G Creature -- Minotaur When this creature enters, it deals 3 damage to target creature with flying. Cycling {R/G} ({R/G}, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Demonic Dread 1 B R Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Target creature can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Dread 1 B R Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Target creature can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Dread 1 B R Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Target creature can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Dread 1 B R Sorcery Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Target creature can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Faerie Macabre (1)(B)(B) Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre (1)(B)(B) Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fulminator Mage (1)(B/R)(B/R) Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fulminator Mage (1)(B/R)(B/R) Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fulminator Mage (1)(B/R)(B/R) Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fulminator Mage (1)(B/R)(B/R) Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living End Sorcery Suspend 3--{2}{B}{B} Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid3BR Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid3BR Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monstrous Carabid3BR Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid3BR Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide2R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Mountain Forests

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twisted Abomination5B Creature -- Zombie Mutant {B}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valley Rannet4RG Creature -- Beast Mountaincycling {2}, forestcycling {2} ({2}, Discard this card: Search your library for a Mountain or Forest card, reveal it, put it into your hand, then shuffle.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Violent Outburst1RG Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Violent Outburst 1 R 6 Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Outburst 1 R 6 Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Outburst 1 R 6 Instant Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brindle Boar 2 6 Creature -- Boar Sacrifice this creature: You gain 4 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brindle Boar 2 6 Creature -- Boar Sacrifice this creature: You gain 4 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brindle Boar 2 6 Creature -- Boar Sacrifice this creature: You gain 4 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ingot Chewer (4)(R) Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer (4)(R) Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer (4)(R) Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ingot Chewer (4)(R) Creature -- Elemental When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jund Charm (B)(R)(G) Instant Choose one -- * Exile target player's graveyard. * Jund Charm deals 2 damage to each creature. * Put two +1/+1 counters on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jund Charm (B)(R)(G) Instant Choose one -- * Exile target player's graveyard. * Jund Charm deals 2 damage to each creature. * Put two +1/+1 counters on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ricochet Trap (3)(R) Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ricochet Trap (3)(R) Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)
When this creature enters, destroy target nonartifact, nonblack creature.
Invoke {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

4 B

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)
When this creature enters, destroy target nonartifact, nonblack creature.
Invoke {1}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2