

Altanak, the Thrice-Called (5)(G)(G) Legendary Creature -- Insect Beast Trample Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card. {1}{G}, Discard this card: Return target land card from your graveyard to the battlefield tapped. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Attack-in-the-Box (3) Artifact Creature -- Toy Whenever this creature attacks, you may have it get +4/+0 until end of turn. If you do, sacrifice it at the beginning of the next end step. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Attack-in-the-Box (3) Artifact Creature -- Toy Whenever this creature attacks, you may have it get +4/+0 until end of turn. If you do, sacrifice it at the beginning of the next end step. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Attack-in-the-Box (3) Artifact Creature -- Toy Whenever this creature attacks, you may have it get +4/+0 until end of turn. If you do, sacrifice it at the beginning of the next end step. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Balemurk Leech (1)(B) Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broodspinner (B)(G) Creature -- Spider Reach When this creature enters, 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.) {4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cackling Slasher (3)(B) Creature -- Human Assassin Deathtouch This creature enters with a +1/+1 counter on it if a creature died this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathartic Parting (1)(G) Sorcery The owner of target artifact or enchantment an opponent controls shuffles it into their library. You may shuffle up to four target cards from your graveyard into your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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G

Tap one or two target untapped creatures you control. They each deal damage equal to their power to target creature an opponent controls.

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Deathtouch
Whenever this creature attacks,
another target creature you control
gains deathtouch until end of turn.

2/2

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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Flash
Enchant creature
Enchanted creature gets +2/+2 and
has trample.
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When this Equipment enters, create a 1/1 white Glimmer enchantment creature token.
Equipped creature gets +1/+1.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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Reach
When this creature dies, you gain 2
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4/2

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Enchant player
Enchanted player can't gain life.
Whenever enchanted player is dealt
damage, they lose half their life,
rounded up.
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Innocuous Rat 1 B Creature -- Rat When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocuous Rat 1 B Creature -- Rat When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void 2 B B Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meathook Massacre II X X B B B B Legendary Enchantment When Meathook Massacre II enters, each player sacrifices X creatures of their choice. Whenever a creature you control dies, you may pay 3 life. If you do, return that card under your control with a finality counter on it. Whenever a creature an opponent controls dies, they may pay 3 life. If they don't, return that card under your control with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overgrown Zealot 1 G Creature -- Elf Druid {T}: Add one mana of any color. {T}: Add two mana of any one color. Spend this mana only to turn permanents face up. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saw 2 Artifact -- Equipment Equipped creature gets +2/+0. Whenever equipped creature attacks, you may sacrifice a permanent other than that creature or this Equipment. If you do, draw a card. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slavering Branchsnapper 4 G G Creature -- Lizard Trample Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slavering Branchsnapper 4 G G Creature -- Lizard Trample Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spectral Snatcher 4 B B Creature -- Spirit Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spineseeker Centipede 2 G Creature -- Insect When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sporogenic Infection 1 B Enchantment -- Aura Enchant creature When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature. When enchanted creature is dealt damage, destroy it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strangled Cemetery Land This land enters tapped unless a player has 13 or less life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wary Watchdog ①⑥ Creature -- Dog When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wary Watchdog ①⑥ Creature -- Dog When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wary Watchdog ①⑥ Creature -- Dog When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter, Misanthropic Guide ①B R ⑥ Legendary Creature -- Human Warlock Ward {2} At the beginning of your upkeep, each player draws two cards. Delirium -- As long as there are four or more card types among cards in your graveyard, each opponent's maximum hand size is equal to seven minus the number of those card types. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Conductive Machete ④ Artifact -- Equipment When this Equipment enters, manifest dread, then attach this Equipment to that creature. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +2/+1. Equip {4} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatic of the Harrowing ③B Creature -- Human Cleric When this creature enters, each player discards a card. If you discarded a card this way, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Final Vengeance B Sorcery As an additional cost to cast this spell, sacrifice a creature or enchantment. Exile target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Friendly Teddy ② Artifact Creature -- Bear Toy When this creature dies, each player draws a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Give In to Violence 1 B Instant Target creature gets +2/+2 and gains lifelink until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifest Dread 1 G Sorcery Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murder 1 B B Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	