

B G

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2G

When this creature enters, you may search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle.

2/2

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2 G

When this creature enters, you may search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return up to two target creature cards from your graveyard to your hand.

- - - RIGHT HALF - - -

4 B G

You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn.

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- - - RIGHT HALF - -

4 B G

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B/G B/G

Return up to two target creature cards from your graveyard to your hand.

- - - RIGHT HALF - -

④ ⑧ ⑨

You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Golgari Findbroker (B)(B)(G)(G) Creature -- Elf Shaman When this creature enters, return target permanent card from your graveyard to your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Findbroker (B)(B)(G)(G) Creature -- Elf Shaman When this creature enters, return target permanent card from your graveyard to your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jadelight Ranger (1)(G)(G) Creature -- Merfolk Scout Ranger When this creature enters, it explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard. Then repeat this process.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jadelight Ranger (1)(G)(G) Creature -- Merfolk Scout Ranger When this creature enters, it explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard. Then repeat this process.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {B}.
{2}{B}, {T}, Sacrifice this land:
Return target creature card from
your graveyard to your hand.

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① ②

When this creature enters, it explodes. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.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.

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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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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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Plaguecrafter

2 B

Creature -- Human Shaman

When this creature enters, each player sacrifices a creature or planeswalker of their choice. Each player who can't discards a card.

3/2

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2 B

Creature -- Human Shaman

When this creature enters, each player sacrifices a creature or planeswalker of their choice. Each player who can't discards a card.

3/2

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Ravenous Chupacabra (2)(B)(B)

Creature -- Beast Horror

When this creature enters, destroy target creature an opponent controls.

2/2

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When this creature enters, destroy target creature an opponent controls.

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Creature -- Beast Horror

When this creature enters, destroy target creature an opponent controls.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seekers' Squire 1 B Creature -- Human Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seekers' Squire 1 B Creature -- Human Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seekers' Squire 1 B Creature -- Human Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vivien Reid

3 G G

Legendary Planeswalker -- Vivien

[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[-3]: Destroy target artifact, enchantment, or creature with flying.

[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

L 5

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Vivien Reid

3 G G

Legendary Planeswalker -- Vivien

[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[-3]: Destroy target artifact, enchantment, or creature with flying.

[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, Golgari Queen (2)(B)(G)

2 B G

Legendary Planeswalker -- Vraska

[+2]: You may sacrifice another permanent. If you do, you gain 1 life and draw a card.

[-3]: Destroy target nonland permanent with mana value 3 or less.

[-9]: You get an emblem with "Whenever a creature you control deals combat damage to a player, that player loses the game."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, Golgari Queen (2)(B)(G)

2 B G

Legendary Planeswalker -- Vraska

```
[+2]: You may sacrifice another
permanent. If you do, you gain 1
life and draw a card.
[-3]: Destroy target nonland
permanent with mana value 3 or less.
[-9]: You get an emblem with
"Whenever a creature you control
deals combat damage to a player,
that player loses the game."
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, Relic Seeker (4)(B)(G)

4 B G

Legendary Planeswalker -- Vraska

```
[+2]: Create a 2/2 black Pirate creature token with menace.
[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
[-10]: Target player's life total becomes 1.
```

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, Relic Seeker (4)(B)(G)

4 B G

Legendary Planeswalker -- Vraska

```
[+2]: Create a 2/2 black Pirate
creature token with menace.
[-3]: Destroy target artifact,
creature, or enchantment. Create a
Treasure token. (It's an artifact
with "{T}, Sacrifice this token: Add
one mana of any color.")
[-10]: Target player's life total
becomes 1.
```

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, Relic Seeker (4)(B)(G)

4 B G

Legendary Planeswalker -- Vraska

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[+2]: Create a 2/2 black Pirate creature token with menace.
[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
[-10]: Target player's life total becomes 1.
```

L 6

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Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arguel's Blood Fast 1B Legendary Enchantment {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. [sideboard] ----- - - - BACK FACE - - - Temple of Aclazotz Legendary Land (Transforms from Arguel's Blood Fast.) {T}: Add {B}. {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnage Tyrant 4GG Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnage Tyrant 4GG Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Izoni, Thousand-Eyed 2 B B G G Legendary Creature -- Elf Shaman Undergrowth -- When Izoni enters, create a 1/1 black and green Insect creature token for each creature card in your graveyard. {B}{G}, Sacrifice another creature: You gain 1 life and draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Craving 1 B Instant Target creature gets -2/-2 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Moment of Craving 1 B Instant Target creature gets -2/-2 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ritual of Soot 2 B B Sorcery Destroy all creatures with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Eldest Reborn 4 B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Each opponent sacrifices a creature or planeswalker of their choice. II -- Each opponent discards a card. III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt 2 B B Instant Exile target creature or planeswalker. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wildgrowth Walker ①⑥ Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildgrowth Walker ①⑥ Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildgrowth Walker ①⑥ Creature -- Elemental Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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