

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality ①② Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality ①② Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cragplate Baloth (5)(G)(G) Creature -- Beast Kicker {2}{G} This spell can't be countered. Hexproof, haste If this creature was kicked, it enters with four +1/+1 counters on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragplate Baloth (5)(G)(G) Creature -- Beast Kicker {2}{G} This spell can't be countered. Hexproof, haste If this creature was kicked, it enters with four +1/+1 counters on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldvein Hydra

X G

Creature -- Hydra

Vigilance, trample, haste
This creature enters with X +1/+1
counters on it.
When this creature dies, create a
number of tapped Treasure tokens
equal to its power.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldvein Hydra

XG

Creature -- Hydra

Vigilance, trample, haste
This creature enters with X +1/+1
counters on it.
When this creature dies, create a
number of tapped Treasure tokens
equal to its power.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapple with the Past ①⑥

1 G

Instant

Mill three cards, then you may return a creature or land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapple with the Past ① ⑥

① ②

Instant

Mill three cards, then you may return a creature or land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapple with the Past ①G

① ②

Instant

Mill three cards, then you may return a creature or land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapple with the Past ①G

① ②

Instant

Mill three cards, then you may return a creature or land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grisly Salvage

B G

Instant

Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grisly Salvage B G Instant Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grisly Salvage B G Instant Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grisly Salvage B G Instant Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedge Maze Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightveil Predator (U)(U)(B)(B) Creature -- Vampire Flying, deathtouch Hexproof (This creature can't be the target of spells or abilities your opponents control.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightveil Predator (U)(U)(B)(B) Creature -- Vampire Flying, deathtouch Hexproof (This creature can't be the target of spells or abilities your opponents control.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otherworldly Gaze (U) Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otherworldly Gaze (U) Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Soulflyer 4 B B Creature -- Demon Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulflyer 4 B B Creature -- Demon Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulflyer 4 B B Creature -- Demon Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulflyer 4 B B Creature -- Demon Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Caryatid 1 G Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Caryatid 1 G Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Caryatid ①⑥ Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undercity Sewers Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unmoored Ego ①④③ Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Urborg Scavengers ②③ Creature -- Spirit Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature. This creature has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg Scavengers ②③ Creature -- Spirit Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature. This creature has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg Scavengers ②③ Creature -- Spirit Whenever this creature enters or attacks, exile target card from a graveyard. Put a +1/+1 counter on this creature. This creature has flying as long as a card exiled with it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zetalpa, Primal Dawn (6)(W)(W) Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zetalpa, Primal Dawn (6)(W)(W) Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zetalpa, Primal Dawn (6)(W)(W) Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zetalpa, Primal Dawn (6)(W)(W) Legendary Creature -- Elder Dinosaur Flying, double strike, vigilance, trample, indestructible 4/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrupt Decay (B)(G) Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrupt Decay (B)(G) Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assassin's Trophy B G Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assassin's Trophy B G Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures G Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures G Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collective Brutality 1 B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat 1 B Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/1	Savage Summoning G Instant This spell can't be countered. The next creature spell you cast this turn can be cast as though it had flash. That spell can't be countered. That creature enters with an additional +1/+1 counter on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Summoning G Instant This spell can't be countered. The next creature spell you cast this turn can be cast as though it had flash. That spell can't be countered. That creature enters with an additional +1/+1 counter on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Test of Talents 1 U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Test of Talents 1 U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unmoored Ego 1 U B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	