

2 G

Return target card from your graveyard to your hand.

- - - BACK FACE - - -

## Land

This land enters tapped.  
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

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## Land

This land enters tapped unless you control a Swamp.  
{T}: Add {B}.  
{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

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## Land

This land enters tapped unless you control a Swamp.  
 {T}: Add {B}.  
 {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a Swamp.  
 {T}: Add {B}.  
 {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

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| <div><div><div>Exinction Event</div><div><div>3</div><div>B</div></div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                      | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                 | <div>Freestrider Lookout 26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Freestrider Lookout 26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Freestrider Lookout 26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Freestrider Lookout 26</div> <div>Creature -- Human Rogue</div> <div>Reach<br/>Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gisa, the Hellraiser 3BB</div> <div>Legendary Creature -- Human Warlock</div> <div>Ward--{2}, Pay 2 life.<br/>Skeletons and Zombies you control get +1/+1 and have menace. Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Gisa, the Hellraiser 3BB</div> <div>Legendary Creature -- Human Warlock</div> <div>Ward--{2}, Pay 2 life.<br/>Skeletons and Zombies you control get +1/+1 and have menace. Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Hive of the Eye Tyrant</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   |

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| <div><div><div>Hive of the Eye Tyrant</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Invoke Despair</div><div>Sorcery</div><div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div><div>Invoke Despair</div><div>Sorcery</div><div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>March of Wretched Sorrow</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>March of Wretched Sorrow</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>March of Wretched Sorrow</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  |

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| <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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div>Pillage the Bog</div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.<br/>Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pillage the Bog</div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.<br/>Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Scrabbling Claws

①

Artifact

{T}: Target player exiles a card from their graveyard.

{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

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{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

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## Seasons Past

4 G G

## Sorcery

Return any number of cards with different mana values from your graveyard to your hand. Put Seasons Past on the bottom of its owner's library.

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## Sheoldred's Edict

1 B

Instant

Choose one --

- \* Each opponent sacrifices a nontoken creature of their choice.
- \* Each opponent sacrifices a creature token of their choice.
- \* Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheoldred's Edict

① ②

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Choose one --

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## Sheoldred, the Apocalypse (2)(B)(B)

2 B B

Legendary Creature -- Phyrexian Praetor

Deathtouch  
Whenever you draw a card, you gain 2 life.  
Whenever an opponent draws a card, they lose 2 life.

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4/5

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| <div><div><div>Sheoldred, the Apocalypse</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch</div><div>Whenever you draw a card, you gain 2 life.</div><div>Whenever an opponent draws a card, they lose 2 life.</div><div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sheoldred, the Apocalypse</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch</div><div>Whenever you draw a card, you gain 2 life.</div><div>Whenever an opponent draws a card, they lose 2 life.</div><div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sunken Citadel</div></div><div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.</div><div>{T}: Add one mana of the chosen color.</div><div>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sunken Citadel</div></div><div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.</div><div>{T}: Add one mana of the chosen color.</div><div>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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**B G**

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

[sideboard]

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**B**

Destroy target creature with total power and toughness 5 or less.

[sidebar]

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**(B)**

Destroy target creature with total power and toughness 5 or less.

[sidebar]

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**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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## Extinction Event

## Sorcery

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Extinction Event

## Sorcery

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Path of Peril

## Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)  
Destroy all creatures [with mana value 2 or less].

[sidebar]

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## Path of Peril

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)  
Destroy all creatures [with mana value 2 or less].

[sidebar]

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## Pick Your Poison

## Sorcery

Choose one --

- \* Each opponent sacrifices an artifact of their choice.
- \* Each opponent sacrifices an enchantment of their choice.
- \* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pick Your Poison

## Sorcery

Choose one --

- \* Each opponent sacrifices an artifact of their choice.
- \* Each opponent sacrifices an enchantment of their choice.
- \* Each opponent sacrifices a creature with flying of their choice.

[sidebar]

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## Thought Distortion

## Sorcery

This spell can't be countered.  
Target opponent reveals their hand.  
Exile all noncreature, nonland cards  
from that player's hand and  
graveyard.

[sideboard]

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## Thought Distortion

Sorcery

This spell can't be countered.  
Target opponent reveals their hand.  
Exile all noncreature, nonland cards  
from that player's hand and  
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[sideboard]

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| <div> <div>Torment of Hailfire (X)(B)(B)</div> <div>Sorcery</div> <div> Repeat the following process X times. Each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse (2)</div> <div>Artifact -- Vehicle</div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse (2)</div> <div>Artifact -- Vehicle</div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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