

Desperate Bloodseeker (1)(B) Creature -- Vampire Lifelink When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Bloodseeker (1)(B) Creature -- Vampire Lifelink When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Bloodseeker (1)(B) Creature -- Vampire Lifelink When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desperate Bloodseeker (1)(B) Creature -- Vampire Lifelink When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greedy Freebooter (B) Creature -- Human Pirate When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insatiable Avarice B Sorcery Spree (Choose one or more additional costs.) + {2} -- Search your library for a card, then shuffle and put that card on top. + {B}{B} -- Target player draws three cards and loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island

Basic Land -- Island

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

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Kiora, the Rising Tide (2U)

Legendary Creature -- Merfolk Noble

When Kiōra enters, draw two cards, then discard two cards.
Threshold -- Whenever Kiōra attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.

3/2

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Overwhelming Remorse (4)(B)

Instant

This spell costs {1} less to cast for each creature card in your graveyard.
Exile target creature or planeswalker.

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Overwhelming Remorse (4)(B) Instant This spell costs {1} less to cast for each creature card in your graveyard. Exile target creature or planeswalker. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Spiketail (4)(B)(B) Creature -- Dinosaur When this creature enters, target creature you control gets +2/+0 and gains indestructible until end of turn. Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Spiketail (4)(B)(B) Creature -- Dinosaur When this creature enters, target creature you control gets +2/+0 and gains indestructible until end of turn. Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Spiketail (4)(B)(B) Creature -- Dinosaur When this creature enters, target creature you control gets +2/+0 and gains indestructible until end of turn. Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Throne of the Grim Captain Legendary Artifact {T}: Mill two cards. Craft with a Dinosaur, a Merfolk, a Pirate, and a Vampire {4} ({4}, Exile this artifact, Exile the four from among permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) The Grim Captain Legendary Creature -- Skeleton Spirit Pirate Menace, trample, lifelink, hexproof Whenever The Grim Captain attacks, each opponent sacrifices a nonland permanent of their choice. Then you may put an exiled creature card used to craft The Grim Captain onto the battlefield under your control tapped and attacking. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Throne of the Grim Captain Legendary Artifact {T}: Mill two cards. Craft with a Dinosaur, a Merfolk, a Pirate, and a Vampire {4} ({4}, Exile this artifact, Exile the four from among permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) BACK FACE The Grim Captain Legendary Creature -- Skeleton Spirit Pirate Menace, trample, lifelink, hexproof Whenever The Grim Captain attacks, each opponent sacrifices a nonland permanent of their choice. Then you may put an exiled creature card used to craft The Grim Captain onto the battlefield under your control tapped and attacking. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Throne of the Grim Captain Legendary Artifact {T}: Mill two cards. Craft with a Dinosaur, a Merfolk, a Pirate, and a Vampire {4} ({4}, Exile this artifact, Exile the four from among permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) BACK FACE The Grim Captain Legendary Creature -- Skeleton Spirit Pirate Menace, trample, lifelink, hexproof Whenever The Grim Captain attacks, each opponent sacrifices a nonland permanent of their choice. Then you may put an exiled creature card used to craft The Grim Captain onto the battlefield under your control tapped and attacking. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Throne of the Grim Captain Legendary Artifact {T}: Mill two cards. Craft with a Dinosaur, a Merfolk, a Pirate, and a Vampire {4} ({4}, Exile this artifact, Exile the four from among permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) BACK FACE The Grim Captain Legendary Creature -- Skeleton Spirit Pirate Menace, trample, lifelink, hexproof Whenever The Grim Captain attacks, each opponent sacrifices a nonland permanent of their choice. Then you may put an exiled creature card used to craft The Grim Captain onto the battlefield under your control tapped and attacking. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deep-Cavern Bat ①② 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat ①② 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat ①② 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep-Cavern Bat ①② 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: 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. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: 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. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: 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. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: 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. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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