

Archfiend of the Dross (2)(B)(B) Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross (2)(B)(B) Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archfiend of the Dross (2)(B)(B) Creature -- Phyrexian Demon Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Triumph (1)(B) Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightstep Pathway Land {T}: Add {B}. ----- - - - BACK FACE - - - Searstep Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodtithe Harvester Creature -- Vampire When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B R

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

4/3

- - - ADVENTURE - - -

① R

Damage can't be prevented this turn.
Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

4/3

- - - ADVENTURE - - -

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/3

- - - ADVENTURE - - -

① ②

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Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {R}.
{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

② ③

(As this Saga enters and after your draw step, add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
II -- You may discard up to two cards. If you do, draw that many cards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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III -- Exile this Saga, then return it to the battlefield transformed under your control.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Ward--Discard a card.
Whenever this creature enters or attacks,
exile up to one target card from a graveyard.
If a creature card was exiled this way, each
opponent loses 1 life and you gain 1 life.
Daybound (If a player casts no spells during
their own turn, it becomes night next turn.)

3/3

- - - BACK FACE - - -

Creature -- Werewolf

Ward--Discard a card.
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Ward--Discard a card.
Whenever this creature enters or attacks,
exile up to one target card from a graveyard.
If a creature card was exiled this way, each
opponent loses 1 life and you gain 1 life.
Daybound (If a player casts no spells during
their own turn, it becomes night next turn.)

3/3

- - - BACK FACE - - -

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Ward--Discard a card.
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature enters or attacks,
exile up to one target card from a graveyard.
If a creature card was exiled this way, each
opponent loses 1 life and you gain 1 life.
Daybound (If a player casts no spells during
their own turn, it becomes night next turn.)

3/3

- - - BACK FACE - - -

Creature -- Werewolf

Ward-**Discard** a card.
Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.

Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or more other lands.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartless Act 1 B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolaghan's Command 1 B R Instant Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kroxa, Titan of Death's Hunger B R Legendary Creature -- Elder Giant When Kroxa enters, sacrifice it unless it escaped. Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape--{B}{B}{R}{R}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse (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. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse (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. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. 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	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player reveals their hand.
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That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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[sidebar]

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3 B

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target player discards two cards.
Then exile that player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target player discards two cards.
Then exile that player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Target player discards two cards.
Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B R

(As this Saga enters and after your draw step, add a lore counter.)

I -- Destroy each nonland permanent with mana value 1 or less.

II -- Exile all graveyards.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sidebar]

- - - BACK FACE - - -

Enchantment Creature -- Ogre Shaman

Trample
Whenever this creature deals damage, put a +1/+1 counter on it.
Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B R

(As this Saga enters and after your draw step, add a lore counter.)

I -- Destroy each nonland permanent with mana value 1 or less.

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[sidebar]

- - - BACK FACE - - -

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Whenever this creature deals damage, put a +1/+1 counter on it.
Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

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].

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path of Peril ①B B 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]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook Massacre X B B Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unlicensed Hearse ② Artifact -- Vehicle {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 [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unlicensed Hearse ② Artifact -- Vehicle {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 [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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