

(B)

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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②R

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

4/3

①R

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

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4/3

①R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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(B)

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

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Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Nightmare 2B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target creature an opponent controls with power 2 or less. II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. III -- Exile target opponent's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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1 B

Choose one --

- * Destroy target creature with no counters on it.
- * Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

1 B

Choose one --

- * Destroy target creature with no counters on it.
- * Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

Choose one --

- * Destroy target creature with no counters on it.
- * Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(B)(R)

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 bothox.dev

BR

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 hotbox.dev

(B)(R)

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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.
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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 B B

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[+1]: Each player discards a card.
Each opponent who can't loses 3
life.
[-3]: Target creature gets -X/-X
until end of turn, where X is the
number of cards in your graveyard.
[-7]: You get an emblem with "At the
beginning of combat on your turn,
put target creature card from a
graveyard onto the battlefield under
your control. It gains haste."
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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Liliana, Waker of the Dead (2)(B)(B) Legendary Planeswalker -- Liliana [+1]: Each player discards a card. Each opponent who can't loses 3 life. [-3]: Target creature gets -X/-X until end of turn, where X is the number of cards in your graveyard. [-7]: You get an emblem with "At the beginning of combat on your turn, put target creature card from a graveyard onto the battlefield under your control. It gains haste." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magmatic Channeler (1)(R) Creature -- Human Wizard As long as there are four or more instant and/or sorcery cards in your graveyard, this creature gets +3/+1. {T}, Discard a card: Exile the top two cards of your library, then choose one of them. You may play that card this turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magmatic Channeler (1)(R) Creature -- Human Wizard As long as there are four or more instant and/or sorcery cards in your graveyard, this creature gets +3/+1. {T}, Discard a card: Exile the top two cards of your library, then choose one of them. You may play that card this turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magmatic Channeler (1)(R) Creature -- Human Wizard As long as there are four or more instant and/or sorcery cards in your graveyard, this creature gets +3/+1. {T}, Discard a card: Exile the top two cards of your library, then choose one of them. You may play that card this turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mire Triton (1)(B) Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire Triton (1)(B) Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire Triton (1)(B) Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire Triton (1)(B) Creature -- Zombie Merfolk Deathtouch When this creature enters, mill two cards and you gain 2 life. (To mill a card, put the top card of your library into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Rider 1BB Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End 1BB Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ox of Agonas 3RR Creature -- Ox When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ox of Agonas 3RR Creature -- Ox When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shatterskull Smashing X(RR) Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing X(RR) Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spikefield Hazard (R) Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. ----- BACK FACE ----- Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spikefield Hazard (R) Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. ----- BACK FACE ----- Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spikefield Hazard (R) Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. ----- BACK FACE ----- Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) ----- BACK FACE ----- Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) ----- BACK FACE ----- Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) ----- BACK FACE ----- Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tymaret Calls the Dead 2 B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Mill three cards. Then you may exile a creature or enchantment card from your graveyard. If you do, create a 2/2 black Zombie creature token. III -- You gain X life and scry X, where X is the number of Zombies you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tymaret Calls the Dead 2 B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Mill three cards. Then you may exile a creature or enchantment card from your graveyard. If you do, create a 2/2 black Zombie creature token. III -- You gain X life and scry X, where X is the number of Zombies you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tymaret Calls the Dead 2 B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Mill three cards. Then you may exile a creature or enchantment card from your graveyard. If you do, create a 2/2 black Zombie creature token. III -- You gain X life and scry X, where X is the number of Zombies you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tymaret Calls the Dead 2 B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Mill three cards. Then you may exile a creature or enchantment card from your graveyard. If you do, create a 2/2 black Zombie creature token. III -- You gain X life and scry X, where X is the number of Zombies you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Agonizing Remorse 1 B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agonizing Remorse 1 B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodchief's Thirst B Sorcery Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cling to Dust B Instant Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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

I -- Destroy target creature an opponent controls with power 2 or less.

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

III -- Exile target opponent's graveyard.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying, deathtouch, lifelink
Nighthawk Scavenger's power is equal
to 1 plus the number of card types
among cards in your opponents'
graveyards.

 $1+^*/3$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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Nighthawk Scavenger's power is equal
to 1 plus the number of card types
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graveyards.

 $1+^*/3$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

When this creature enters, discard your hand, then draw three cards. Escape--**{R}**{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

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Choose one --
* Destroy target artifact.
* Shredded Sails deals 4 damage to
target creature with flying.
Cycling {2} ({2}), Discard this card:
Draw a card.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredded Sails 1 R Instant Choose one -- * Destroy target artifact. * Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	