

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 PLAY botbox.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.

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Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Creature -- Avatar

This creature gets $-X/-X$, where X is your life total.

13/13

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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13/13

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① BP BP

{B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

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Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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(B)

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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.
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6 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

5/5

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B

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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Island

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

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Lightning Bolt deals 3 damage to any
target.
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®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

[+1]: Up to one target creature gets -2/-1 until your next turn.
[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.
[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."

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{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Bauble Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Bauble Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Bauble Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visions

U

Sorcery

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visions

U

Sorcery

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Human Wizard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

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①②

Creature -- Human Wizard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

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①②

Creature -- Human Wizard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

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

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith 3B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith 3B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith 3B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Wraith 3B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temur Battle Rage ①② Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battle Rage ①② Instant Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Scour ① Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Scour ① Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anger of the Gods 1RR Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anger of the Gods 1RR Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anger of the Gods 1RR Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Counter target colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target colorless spell.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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.

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* Target opponent loses 2 life and
you gain 2 life.
```

[sidebar]

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1 B

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.

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* Target opponent loses 2 life and  
you gain 2 life.
```

[sideboard]

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X

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)

{2}, Sacrifice this artifact:
Destroy each nonland permanent with
mana value equal to the number of
charge counters on this artifact.

[sideboard]

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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

[sidebar]

1/1

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1 B R

Choose two --

- * Return target creature card from your graveyard to your hand.

* Target player discards a card.

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* Destroy target artifact.
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- * Kolaghan's Command deals 2 damage to any target.

[sideboard]

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Liliana of the Veil 1BB Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, the Last Hope 1BB Legendary Planeswalker -- Liliana [+1]: Up to one target creature gets -2/-1 until your next turn. [-2]: Mill two cards, then you may return a creature card from your graveyard to your hand. [-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control." [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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