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| <div><div><b>Blackcleave Cliffs</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                     | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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 PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                     | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<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 PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                     | <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodghast</b><div><div>B</div><div>B</div></div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                 |

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| <div><div>Cathartic Reunion</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard two cards.<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cathartic Reunion</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard two cards.<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div><div>Cathartic Reunion</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard two cards.<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div><div>Cathartic Reunion</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard two cards.<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>City of Brass</div></div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Conflagrate</div><div><div>X</div><div>X</div><div>R</div></div></div> <div>Sorcery</div> <div>Conflagrate deals X damage divided as you choose among any number of targets.<br/>Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Conflagrate</div><div><div>X</div><div>X</div><div>R</div></div></div> <div>Sorcery</div> <div>Conflagrate deals X damage divided as you choose among any number of targets.<br/>Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Copperline Gorge</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             |

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| <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Creeping Chill</div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dakmor Salvage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}.<br/>Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |

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| <b>Darkblast</b> <span>(B)</span><br><hr/> Instant<br><hr/> Target creature gets -1/-1 until end of turn.<br>Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.) | <b>Darkblast</b> <span>(B)</span><br><hr/> Instant<br><hr/> Target creature gets -1/-1 until end of turn.<br>Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.) | <b>Faithless Looting</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) | <b>Faithless Looting</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                                                                                                      |
| <b>Faithless Looting</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                               | <b>Faithless Looting</b> <span>(R)</span><br><hr/> Sorcery<br><hr/> Draw two cards, then discard two cards.<br>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                               | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)                                                                                                                                                | <b>Golgari Thug</b> <span>(1)(B)</span><br><hr/> Creature -- Human Warrior<br><hr/> When this creature dies, put target creature card from your graveyard on top of your library.<br>Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.) |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                       |

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| <b>Golgari Thug</b> ①②B<br>Creature -- Human Warrior<br>When this creature dies, put target creature card from your graveyard on top of your library.<br>Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Life from the Loam</b> ①⑥G<br>Sorcery<br>Return up to three target land cards from your graveyard to your hand.<br>Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Life from the Loam</b> ①⑥G<br>Sorcery<br>Return up to three target land cards from your graveyard to your hand.<br>Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Life from the Loam</b> ①⑥G<br>Sorcery<br>Return up to three target land cards from your graveyard to your hand.<br>Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Narcomoeba</b> ①②U<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Narcomoeba</b> ①②U<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                | <b>Narcomoeba</b> ①②U<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                | <b>Narcomoeba</b> ①②U<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                |

1 U B

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U B

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

This artifact enters with three charge counters on it.

{T}, Remove a charge counter from this artifact: Target player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

This artifact enters with three charge counters on it.  
{T}, Remove a charge counter from this artifact: Target player mills two cards.

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This artifact enters with three charge counters on it.  
{T}, Remove a charge counter from this artifact: Target player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flying  
Whenever this creature deals combat damage to a creature, destroy that creature.

Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flying  
Whenever this creature deals combat damage to a creature, destroy that creature.  
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flying  
Whenever this creature deals combat damage to a creature, destroy that creature.  
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Flying**  
Whenever this creature deals combat damage to a creature, destroy that creature.

**Dredge 5** (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

( $\{T\}$ : Add  $\{R\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                          |
| <div>Ancient Grudge<div>1R</div></div> <div>Instant</div> <div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancient Grudge<div>1R</div></div> <div>Instant</div> <div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancient Grudge<div>1R</div></div> <div>Instant</div> <div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Conflagrate<div>XXR</div></div> <div>Sorcery</div> <div>Conflagrate deals X damage divided as you choose among any number of targets.<br/>Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Axe</div><div>R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Axe</div><div>R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Lightning Axe</div><div>R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Nature's Claim</div><div>G</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><div>Nature's Claim</div><div>G</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Nature's Claim</div><div>G</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

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4 B

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Choose a nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Choose a nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

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