

③

Whenever this creature attacks, you may have it get +4/+0 until end of turn. If you do, sacrifice it at the beginning of the next end step.

[sidebar]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
Flash
{3}, {T}, Sacrifice this artifact:
It deals 3 damage to target
creature.
```

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

Menace (This creature can't be blocked except by two or more creatures.)
Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

[sidebar]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {G}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {G}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

Reach
When this creature enters, surveil
2. (Look at the top two cards of
your library, then put any number of
them into your graveyard and the
rest on top of your library in any
order.)
{4}{B}{G}, {T}, Sacrifice this
creature: Create a number of 1/1
black and green Insect creature
tokens with flying equal to the
number of card types among cards in
your graveyard.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Deathtouch
This creature enters with a +1/+1 counter on it if a creature died this turn.

```
[sidebar]
```

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life.

```
[sideboard]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Recording (2)(R)(R) Artifact Whenever you cast an instant or sorcery spell, put a time counter on this artifact. Then if there are seven or more time counters on it, remove those counters and it deals 20 damage to you. {T}: When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cynical Loner (1)(B) Creature -- Human Survivor This creature can't be blocked by Glimmers. Survival -- At the beginning of your second main phase, if this creature is tapped, you may search your library for a card, put it into your graveyard, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diversion Specialist (3)(R) Creature -- Human Warrior Menace (This creature can't be blocked except by two or more creatures.) {1}, Sacrifice another creature or enchantment: Exile the top card of your library. You may play it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge from the Cocoon (4)(W) Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emerge from the Cocoon (4)(W) Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge from the Cocoon (4)(W) Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Tenacity (2)(B)(B) Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enter the Enigma (U) Sorcery Target creature can't be blocked this turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatic of the Harrowing (3)(B) Creature -- Human Cleric When this creature enters, each player discards a card. If you discarded a card this way, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of the Dark (4)(B) Enchantment Creature -- Nightmare Whenever this creature attacks, if defending player controls no Glimmer creatures, it gains menace and deathtouch until end of turn. (A creature with menace can't be blocked except by two or more creatures.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Found Footage (1) Artifact -- Clue You may look at face-down creatures your opponents control any time. {2}, Sacrifice this artifact: Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmerlight (2) Artifact -- Equipment When this Equipment enters, create a 1/1 white Glimmer enchantment creature token. Equipped creature gets +1/+1. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grab the Prize (1)(R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grab the Prize (1)(R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impossible Inferno (4)(R) Instant Impossible Inferno deals 6 damage to target creature. Delirium -- If there are four or more card types among cards in your graveyard, exile the top card of your library. You may play it until the end of your next turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Choose one --

* Return target creature card from your graveyard to the battlefield.
* Destroy target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Flying

{2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Double strike

This creature enters with two -1/-1 counters on it if you cast it from your hand.

[sidebar]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {W}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {W}.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {B} or {R}.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 W B B

Return target creature card from your graveyard to the battlefield with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{W}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Possession (2)(R)

Sorcery

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vile Mutilator (5)(B)(B)

Creature -- Demon

As an additional cost to cast this spell, sacrifice a creature or enchantment.
Flying, trample
When this creature enters, each opponent sacrifices a nontoken enchantment of their choice, then sacrifices a nontoken creature of their choice.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev