

## Caves of Koilos

Land

{T}: Add {C}.  
{T}: Add {W} or {B}. This land deals  
1 damage to you.

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## Dark Ritual

**(B)**

Instant

Add  $\{B\}\{B\}\{B\}$ .

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## Dark Ritual

**B**

Instant

Add  $\{B\}\{B\}\{B\}$ .

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## Dark Ritual

**B**

Instant

Add  $\{B\}\{B\}\{B\}$ .

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## Dark Ritual

**(B)**

Instant

Add  $\{B\}\{B\}\{B\}$ .

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| <div>Death Grasp</div> <div>XWB</div> <div>Sorcery</div> <div>Death Grasp deals X damage to any target. You gain X life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   | <div>Duress</div> <div>B</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div>Duress</div> <div>B</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div>Duress</div> <div>B</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       |
| <div>Duress</div> <div>B</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exalted Angel</div> <div>4WW</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exalted Angel</div> <div>4WW</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exalted Angel</div> <div>4WW</div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div></div> <div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div><div>4/5</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Funeral Charm</div><div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Target player discards a card.<br/>* Target creature gets +2/-1 until end of turn.<br/>* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Funeral Charm</div><div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Target player discards a card.<br/>* Target creature gets +2/-1 until end of turn.<br/>* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gerrard's Verdict</div><div><div>W</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player discards two cards. You gain 3 life for each land card discarded this way.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                   |
| <div><div>Gerrard's Verdict</div><div><div>W</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player discards two cards. You gain 3 life for each land card discarded this way.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                | <div><div>Gerrard's Verdict</div><div><div>W</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player discards two cards. You gain 3 life for each land card discarded this way.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div>Gerrard's Verdict</div><div><div>W</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player discards two cards. You gain 3 life for each land card discarded this way.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div>Hypnotic Specter</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Specter</div><div>Flying<br/>Whenever this creature deals damage to an opponent, that player discards a card at random.</div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

① B B

Flying  
Whenever this creature deals damage to an opponent, that player discards a card at random.

**2/2**

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①BB

**Flying**  
Whenever this creature deals damage to an opponent, that player discards a card at random.

2/2

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①BB

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Whenever this creature deals damage to an opponent, that player discards a card at random.

2/2

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①BB

At the beginning of your upkeep, you draw a card and you lose 1 life.

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①BB

At the beginning of your upkeep, you draw a card and you lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seal of Cleansing</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skeletal Scrying</div><div>Instant</div><div>As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> Swords to Plowshares  <div>W</div></div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tainted Field</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. Activate only if you control a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Tainted Field</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. Activate only if you control a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Tainted Field</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. Activate only if you control a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Vindicate</div><div>Sorcery</div><div>Destroy target permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Vindicate</div><div>Sorcery</div><div>Destroy target permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |

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| <div><div>Vindicate</div><div><div>1</div><div>W</div><div>B</div></div><div>Sorcery</div><div>Destroy target permanent.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div>Vindicate</div><div><div>1</div><div>W</div><div>B</div></div><div>Sorcery</div><div>Destroy target permanent.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div>Withered Wretch</div><div><div>B</div><div>B</div></div><div>Creature -- Zombie Cleric</div><div>{1}: Exile target card from a graveyard.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Withered Wretch</div><div><div>B</div><div>B</div></div><div>Creature -- Zombie Cleric</div><div>{1}: Exile target card from a graveyard.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Circle of Protection: Red</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Circle of Protection: Red</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Disenchant</div><div><div>1</div><div>W</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div>Disenchant</div><div><div>1</div><div>W</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            |

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| <div><div><div>Disenchant</div><div>①④</div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div><div>Engineered Plague</div><div>②③</div></div><div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Engineered Plague</div><div>②③</div></div><div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     | <div><div><div>Engineered Plague</div><div>②③</div></div><div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     |
| <div><div><div>Perish</div><div>②③</div></div><div><div>Sorcery</div><div>Destroy all green creatures. They can't be regenerated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Perish</div><div>②③</div></div><div><div>Sorcery</div><div>Destroy all green creatures. They can't be regenerated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            | <div><div><div>Phyrexian Furnace</div><div>①</div></div><div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Phyrexian Furnace</div><div>①</div></div><div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div> <b>Smother</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target creature with mana value 3 or less. It can't be regenerated. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Tsabo's Web</b> <div> <div>2</div> </div> </div> <div> Artifact </div> <div> When this artifact enters, draw a card.<br/>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Warmth</b> <div> <div>1</div> <div>W</div> </div> </div> <div> Enchantment </div> <div> Whenever an opponent casts a red spell, you gain 2 life. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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