

Legendary Creature -- Human Minion

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Cleric

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Sorcery

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Sorcery

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Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	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	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	Gerrard's Verdict WB Sorcery Target player discards two cards. You gain 3 life for each land card discarded this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gerrard's Verdict

WB

Sorcery

Target player discards two cards.
You gain 3 life for each land card
discarded this way.

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Nova Cleric

W

Creature -- Human Cleric

{2}{W}, {T}, Sacrifice this creature: Destroy all enchantments.

1/2

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Nova Cleric

W

Creature -- Human Cleric

{2}{W}, {T}, Sacrifice this creature: Destroy all enchantments.

1/2

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Phyrexian Arena

① ② ③

Enchantment

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

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Phyrexian Arena

① B B

Enchantment

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

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Plains

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

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Priest of Gix

2 B

Creature -- Phyrexian Human Cleric Minion

When this creature enters, add {B}{B}{B}.

2/1

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2 B

When this creature enters, add {B}{B}{B}.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this creature enters, add {B}{B}{B}.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this creature enters, add {B}{B}{B}.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token.

2/2

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2 B

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Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token.

2/2

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① ②

{T}: Each player loses 1 life for each Zombie on the battlefield.

1/1

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3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Vindicate Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vindicate Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vindicate Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vindicate Sorcery Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Diabolic Edict 1B Instant Target player sacrifices a creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gerrard's Verdict WB Sorcery Target player discards two cards. You gain 3 life for each land card discarded this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haunting Echoes 3BB Sorcery Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infest 1BB Sorcery All creatures get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infest 1BB Sorcery All creatures get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Each player chooses a creature type.
Each player returns all creature
cards of a type chosen this way from
their graveyard to the battlefield.

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3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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WW

You have shroud. (You can't be the target of spells or abilities.)

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