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| <div><div>Barren Moor</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B}.</p><p>Cycling {B} ({B}, Discard this card: Draw a card.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Caves of Koilos</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Caves of Koilos</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Caves of Koilos</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                         |
| <div><div>Caves of Koilos</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {W} or {B}. This land deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         | <div><div>Death Grasp</div><div>Sorcery</div><div><p>Death Grasp deals X damage to any target. You gain X life.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 | <div><div>Death Grasp</div><div>Sorcery</div><div><p>Death Grasp deals X damage to any target. You gain X life.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 | <div><div>Decree of Justice</div><div>Sorcery</div><div><p>Create X 4/4 white Angel creature tokens with flying.</p><p>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)</p><p>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Decree of Justice</div><div><div>X</div><div>X</div><div>2</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Decree of Justice</div><div><div>X</div><div>X</div><div>2</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             |
| <div><div><div>Duress</div><div><div>B</div></div></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>                                                                                                                                                                 | <div><div><div>Duress</div><div><div>B</div></div></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>                                                                                                                                                                 | <div><div><div>Duress</div><div><div>B</div></div></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> | <div><div><div>Duress</div><div><div>B</div></div></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> |

## Land

{T}: Add {C}.  
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Creature -- Dragon Spirit

Flying  
{3}{W}{W}: Return this card from your graveyard to your hand.  
Activate only during your upkeep.  
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Creature -- Dragon Spirit

Flying  
{3}{W}{W}: Return this card from your graveyard to your hand.  
Activate only during your upkeep.  
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Creature -- Dragon Spirit

Flying  
{3}{W}: Return this card from your graveyard to your hand.  
Activate only during your upkeep.  
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W

Creature - - Angel

Flying  
Whenever this creature deals damage,  
you gain that much life.  
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.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W

Creature -- Angel

Flying  
Whenever this creature deals damage,  
you gain that much life.  
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.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W W

Creature -- Angel

Flying  
Whenever this creature deals damage,  
you gain that much life.  
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.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><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><div>4/5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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.<br/>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><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.<br/>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><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.<br/>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><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.<br/>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><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                        | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                        | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                        |

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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>Secluded Steppe</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}.<br/>Cycling {W} ({W}, Discard this card:<br/>Draw a card.)</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.<br/>You draw X cards and you lose X life.</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.<br/>You draw X cards and you lose X life.</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.<br/>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>                                                                                                         |

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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>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>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> |

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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>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>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>                                                     |

① W B

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ① ②

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Morph {X}{B}{B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)  
When this creature is turned face up, all creatures get -X/-X until end of turn.

4/3

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①②

```
{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

```
{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

```
{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Death Grasp</div><div><div>X</div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Death Grasp deals X damage to any target. You gain X life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Death Grasp</div><div><div>X</div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Death Grasp deals X damage to any target. You gain X life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div><div>Haunting Echoes</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Infest</div><div><div>1</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       |
| <div><div>Infest</div><div><div>1</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    | <div><div>Skeletal Scrying</div><div><div>X</div><div>B</div></div></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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W W

```
Destroy all creatures. They can't be
regenerated.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev