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Pay 50 life: This artifact deals 50 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1 B B

Destroy all creatures. Lands you control don't untap during your next untap step.

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This land enters tapped unless you control a Swamp.
 {T}: Add {B}.
 {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

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Commune with Evil 2B Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commune with Evil 2B Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fountainport Bell ① Artifact When this artifact enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. {1}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Bell ① Artifact When this artifact enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. {1}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn of the Faller ①B Sorcery Surveil 1, then you draw a card and lose 1 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn of the Faller ①B Sorcery Surveil 1, then you draw a card and lose 1 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
March of Wretched Sorrow XB Instant As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Wretched Sorrow XB Instant As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Wretched Sorrow XB Instant As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Wretched Sorrow XB Instant As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mastermind's Acquisition (2)(B)(B) Sorcery Choose one -- * Search your library for a card, put it into your hand, then shuffle. * Put a card you own from outside the game into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mastermind's Acquisition (2)(B)(B) Sorcery Choose one -- * Search your library for a card, put it into your hand, then shuffle. * Put a card you own from outside the game into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mastermind's Acquisition (2)(B)(B) Sorcery Choose one -- * Search your library for a card, put it into your hand, then shuffle. * Put a card you own from outside the game into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mastermind's Acquisition (2)(B)(B) Sorcery Choose one -- * Search your library for a card, put it into your hand, then shuffle. * Put a card you own from outside the game into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nightmare's Thirst (B) Instant You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nightmare's Thirst (B) Instant You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nightmare's Thirst (B) Instant You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheoldred's Edict (1)(B) Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sheoldred's Edict 1 B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict 1 B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stargaze X B B Sorcery Look at twice X cards from the top of your library. Put X cards from among them into your hand and the rest into your graveyard. You lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stargaze X B B Sorcery Look at twice X cards from the top of your library. Put X cards from among them into your hand and the rest into your graveyard. You lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cling to Dust B Instant Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elixir 1 Artifact This artifact enters tapped. {5}, {T}, Exile this artifact: Shuffle all nonland cards from your graveyard into your library. You gain life equal to the number of cards shuffled into your library this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elixir 1 Artifact This artifact enters tapped. {5}, {T}, Exile this artifact: Shuffle all nonland cards from your graveyard into your library. You gain life equal to the number of cards shuffled into your library this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sidebar]

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1 B

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sidebar]

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B

Creature tokens get -1/-1.

[sidebar]

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Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard.

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2 B

Target opponent reveals their hand. You choose a nonland card from it and exile that card.

Delirium -- If there are four or more card types among cards in your graveyard, search that player's graveyard, hand, and library for any number of cards with the same name as the exiled card, exile those cards, then that player shuffles.

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2 B

If an opponent would gain life, that player loses that much life instead.

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BB

Destroy any number of target planeswalkers. Choose a planeswalker you control. Put two loyalty counters on it for each planeswalker destroyed this way.

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When you cast this spell, exile up to one target permanent that's one or more colors.

Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.

[+2]: You gain 3 life and draw a card.

[0]: Add {C}{C}{C}.

[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

[sideboard]

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