

Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chancellor of the Dross 4BBB Creature -- Phyrexian Vampire You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way. Flying, lifelink 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chancellor of the Dross 4BBB Creature -- Phyrexian Vampire You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way. Flying, lifelink 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmogoyf (B)(G) Creature -- Elemental Lhurgoyf Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmogoyf (B)(G) Creature -- Elemental Lhurgoyf Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmogoyf (B)(G) Creature -- Elemental Lhurgoyf Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cosmogoyf (B)(G) Creature -- Elemental Lhurgoyf Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devourer of Destiny (5)(C)(C) Creature -- Eldrazi You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devourer of Destiny (5)(C)(C) Creature -- Eldrazi You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devourer of Destiny (5)(C)(C) Creature -- Eldrazi You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devourer of Destiny 5CC Creature -- Eldrazi You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Leyline of the Guildpact G/WG/U B/G R/G Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Guildpact G/WG/U B/G R/G Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Guildpact G/WG/U B/G R/G Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plunge into Darkness 1 B Instant Choose one -- * Sacrifice any number of creatures. You gain 3 life for each creature sacrificed this way. * Pay any amount of life, then look at that many cards from the top of your library. Put one of those cards into your hand and exile the rest. Entwine {B} (Choose both if you pay the entwine cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Choose one --

* Pay any amount of life, then look at that many cards from the top of your library. Put one of those cards into your hand and exile the rest. Entwine {B} (Choose both if you pay the entwine cost.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, your life total becomes 26.

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12

Flying

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

12

Flying

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

12

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Powder3 Artifact {T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Powder3 Artifact {T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Powder3 Artifact {T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Powder3 Artifact {T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spoils of the VaultB Instant Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spoils of the VaultB Instant Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spoils of the VaultB Instant Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spoils of the VaultB Instant Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thud Sorcery As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thud Sorcery As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thud Sorcery As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thud Sorcery As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chancellor of the Dross Creature -- Phyrexian Vampire You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way. Flying, lifelink [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chancellor of the Dross Creature -- Phyrexian Vampire You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, each opponent loses 3 life, then you gain life equal to the life lost this way. Flying, lifelink [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chancellor of the Tangle Creature -- Phyrexian Beast You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance [sideboard] 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chancellor of the Tangle Creature -- Phyrexian Beast You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance [sideboard] 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chancellor of the Tangle (4GGG) Creature -- Phyrexian Beast You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance [sideboard] 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inquisition of Kozilek (B) Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inquisition of Kozilek (B) Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity (2WW) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Leyline of Sanctity (2WW) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity (2WW) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation (0) Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation (0) Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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