

① ⑧

When this creature dies, each player sacrifices a creature of their choice.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature dies, each player sacrifices a land of their choice.

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1/1

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① ②

When this creature dies, target opponent discards a card at random.

1/1

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2 B B

At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land of their choice.

2/2

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Braids, Cabal Minion (2)(B)(B) Legendary Creature -- Human Minion At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land of their choice. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Butcher Ghoul (1)(B) Creature -- Zombie Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Butcher Ghoul (1)(B) Creature -- Zombie Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Butcher Ghoul (1)(B) Creature -- Zombie Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Crack the Earth Ⓡ Sorcery -- Arcane Each player sacrifices a permanent of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Intent 1B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Diabolic Intent 1B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Epicenter 4R Sorcery Target player sacrifices a land of their choice. Threshold -- Each player sacrifices all lands they control instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firebolt R Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firebolt R Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gods' Eye, Gate to the Reikai Legendary Land {T}: Add {C}. When Gods' Eye is put into a graveyard from the battlefield, create a 1/1 colorless Spirit creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Orcish Settlers

① R

Creature -- Orc

{X}{X}{R}, {T}, Sacrifice this creature: Destroy X target lands.

1/1

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{X}{X}{R}, {T}, Sacrifice this creature: Destroy X target lands.

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Shirei, Shizo's Caretaker

4 B

Legendary Creature -- Spirit

Whenever a creature with power 1 or less is put into your graveyard from the battlefield, you may return that card to the battlefield at the beginning of the next end step if Shirei is still on the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul of Innistrad

4 B B

Creature -- Avatar

Deathtouch
{3}{B}{B}: Return up to three target creature cards from your graveyard to your hand.
{3}{B}{B}, Exile this card from your graveyard: Return up to three target creature cards from your graveyard to your hand.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

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Basic Land - - Swamp

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

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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
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Terminate B R Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bonfire of the Damned X X R Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Epicenter 4 R Sorcery Target player sacrifices a land of their choice. Threshold -- Each player sacrifices all lands they control instead if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Blister 1 R Sorcery Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to them. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Blister 1 R Sorcery Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to them. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perilous Vault 4 Artifact {5}, {T}, Exile this artifact: Exile all nonland permanents. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perilous Vault 4 Artifact {5}, {T}, Exile this artifact: Exile all nonland permanents. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Price of Glory 2R Enchantment Whenever a player taps a land for mana, if it's not that player's turn, destroy that land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Price of Glory 2R Enchantment Whenever a player taps a land for mana, if it's not that player's turn, destroy that land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shirei, Shizo's Caretaker 4B Legendary Creature -- Spirit Whenever a creature with power 1 or less is put into your graveyard from the battlefield, you may return that card to the battlefield at the beginning of the next end step if Shirei is still on the battlefield. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stain the Mind 4B Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Choose a nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stain the Mind 4B Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Choose a nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stain the Mind 4B Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Choose a nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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