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| <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Boggart Trawler<div>2B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Boggart Trawler<div>2B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boggart Trawler<div>2B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boggart Trawler<div>2B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Castle Locthwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp.<br/>{T}: Add {B}.<br/>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |

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| <div><div><div>Dauthi Voidwalker</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div><div>3/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dauthi Voidwalker</div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div><div>3/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           |
| <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                      | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                      | <div><div><div>Fell the Profane</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div><div>-----<br/>- - - BACK FACE - - -</div></div><div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Fell the Profane</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div><div>-----<br/>- - - BACK FACE - - -</div></div><div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

1 B B

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

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1 B B

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

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① B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

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① B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

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**X B**

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.

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**(X) (B)**

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 PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B B B**

### Legendary Enchantment

Skip your draw step.  
At the beginning of your end step,  
you may pay any amount of life. If  
you do, draw that many cards.  
Your maximum hand size is five.  
If a card or token would be put into  
your graveyard from anywhere, exile  
it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BBB

### Legendary Enchantment

Skip your draw step.  
At the beginning of your end step,  
you may pay any amount of life. If  
you do, draw that many cards.  
Your maximum hand size is five.  
If a card or token would be put into  
your graveyard from anywhere, exile  
it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BBB

Legendary Enchantment

Skip your draw step.  
At the beginning of your end step,  
you may pay any amount of life. If  
you do, draw that many cards.  
Your maximum hand size is five.  
If a card or token would be put into  
your graveyard from anywhere, exile  
it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BBB

### Legendary Enchantment

Skip your draw step.  
At the beginning of your end step,  
you may pay any amount of life. If  
you do, draw that many cards.  
Your maximum hand size is five.  
If a card or token would be put into  
your graveyard from anywhere, exile  
it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Creature -- Orc Archer

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Orcish Bowmasters</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Creature -- Orc Archer         </div> <div>           Flash<br/>           When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                   | <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div>           ({T}: Add {B} or {G}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                   | <div> <b>Polluted Delta</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                             | <div> <b>Polluted Delta</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                             |
| <div> <b>Professor Dellian Fel</b> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div>           Legendary Planeswalker -- Dellian         </div> <div>           [+2]: You gain 3 life.<br/>           [0]: You draw a card and lose 1 life.<br/>           [-3]: Destroy target creature.<br/>           [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."         </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Professor Dellian Fel</b> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div>           Legendary Planeswalker -- Dellian         </div> <div>           [+2]: You gain 3 life.<br/>           [0]: You draw a card and lose 1 life.<br/>           [-3]: Destroy target creature.<br/>           [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."         </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sheoldred, the Apocalypse</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Phyrexian Praetor         </div> <div>           Deathtouch<br/>           Whenever you draw a card, you gain 2 life.<br/>           Whenever an opponent draws a card, they lose 2 life.         </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sheoldred, the Apocalypse</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Phyrexian Praetor         </div> <div>           Deathtouch<br/>           Whenever you draw a card, you gain 2 life.<br/>           Whenever an opponent draws a card, they lose 2 life.         </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul Spike</div><div><div>5</div><div>B</div><div>B</div></div><div>Instant</div><div>You may exile two black cards from your hand rather than pay this spell's mana cost.<br/>Soul Spike deals 4 damage to any target and you gain 4 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>                                                                                                                                                                               | <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><div>Swamp</div><div>Basic Land -- Swamp</div><div>(<b>{T}</b>): Add <b>{B}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |
| <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{G}</b>.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{G}</b>.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <div>Witherbloom Charm (B)(G)</div> <div>Instant</div> <div>Choose one --<br/>           * You may sacrifice a permanent. If you do, draw two cards.<br/>           * You gain 5 life.<br/>           * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        | <div>Witherbloom Charm (B)(G)</div> <div>Instant</div> <div>Choose one --<br/>           * You may sacrifice a permanent. If you do, draw two cards.<br/>           * You gain 5 life.<br/>           * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        | <div>Witherbloom Charm (B)(G)</div> <div>Instant</div> <div>Choose one --<br/>           * You may sacrifice a permanent. If you do, draw two cards.<br/>           * You gain 5 life.<br/>           * Destroy target nonland permanent with mana value 2 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        |
| <div>Ashiok, Dream Render (1)(U/B)(U/B)</div> <div>Legendary Planeswalker -- Ashiok</div> <div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>           [-1]: Target player mills four cards. Then exile each opponent's graveyard.</div> <div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Break the Ice (B)(B)</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}.<br/>           Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Break the Ice (B)(B)</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}.<br/>           Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Break the Ice (B)(B)</div> <div>Sorcery</div> <div>Destroy target land that is snow or could produce {C}.<br/>           Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Break the Ice</b> (B)(B)<br><hr/> Sorcery<br><hr/> <p>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Culling Ritual</b> (2)(B)(G)<br><hr/> Sorcery<br><hr/> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                            | <b>Culling Ritual</b> (2)(B)(G)<br><hr/> Sorcery<br><hr/> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                            | <b>Damping Sphere</b> (2)<br><hr/> Artifact<br><hr/> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Inquisition of Kozilek</b> (B)<br><hr/> Sorcery<br><hr/> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                             | <b>Leyline of the Void</b> (2)(B)(B)<br><hr/> Enchantment<br><hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Leyline of the Void</b> (2)(B)(B)<br><hr/> Enchantment<br><hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Leyline of the Void</b> (2)(B)(B)<br><hr/> Enchantment<br><hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>           |

## Leyline of the Void ②③③

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Professor Dellian Fel ②③⑥

Legendary Planeswalker -- Dellian

[+2]: You gain 3 life.

[0]: You draw a card and lose 1 life.

[-3]: Destroy target creature.

[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheoldred's Edict ①③

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.

[sideboard]

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