

Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Doomed Traveler Ⓜ Creature -- Human Soldier When this creature dies, create a 1/1 white Spirit creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doomed Traveler Ⓜ Creature -- Human Soldier When this creature dies, create a 1/1 white Spirit creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doomed Traveler Ⓜ Creature -- Human Soldier When this creature dies, create a 1/1 white Spirit creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doomed Traveler Ⓜ Creature -- Human Soldier When this creature dies, create a 1/1 white Spirit creature token with flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp (T): Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp (T): Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp (T): Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Godless Shrine Land -- Plains Swamp (T): Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grave Pact Enchantment Whenever a creature you control dies, each other player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grave Pact Enchantment Whenever a creature you control dies, each other player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grave Pact Enchantment Whenever a creature you control dies, each other player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gutterbones B Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gutterbones B Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gutterbones B Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gutterbones B Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kaya, Orzhov Usurper (1)(W)(B) Legendary Planeswalker -- Kaya [+1]: Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way. [-1]: Exile target nonland permanent with mana value 1 or less. [-5]: Kaya deals damage to target player equal to the number of cards that player owns in exile and you gain that much life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaya, Orzhov Usurper (1)(W)(B) Legendary Planeswalker -- Kaya [+1]: Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way. [-1]: Exile target nonland permanent with mana value 1 or less. [-5]: Kaya deals damage to target player equal to the number of cards that player owns in exile and you gain that much life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Haunting (2)(W) Instant Create two 1/1 white Spirit creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Haunting (2)(W) Instant Create two 1/1 white Spirit creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Midnight Haunting (2)(W) Instant Create two 1/1 white Spirit creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mortify (1)(W)(B) Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mortify (1)(W)(B) Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Forgotten Gods 1B Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Forgotten Gods 1B Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Priest of Forgotten Gods 1B Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Forgotten Gods 1B Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skullclamp① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skullclamp① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skullclamp① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skullclamp① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spawning Pit② Artifact Sacrifice a creature: Put a charge counter on this artifact. {1}, Remove two charge counters from this artifact: Create a 2/2 colorless Spawn artifact creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spawning Pit② Artifact Sacrifice a creature: Put a charge counter on this artifact. {1}, Remove two charge counters from this artifact: Create a 2/2 colorless Spawn artifact creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spawning Pit② Artifact Sacrifice a creature: Put a charge counter on this artifact. {1}, Remove two charge counters from this artifact: Create a 2/2 colorless Spawn artifact creature token. 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	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	Teysa Karlov 2WB Legendary Creature -- Human Advisor If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Creature tokens you control have vigilance and lifelink. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teysa Karlov 2WB Legendary Creature -- Human Advisor If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Creature tokens you control have vigilance and lifelink. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teysa Karlov 2WB Legendary Creature -- Human Advisor If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Creature tokens you control have vigilance and lifelink. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tithe Taker 1W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Taker 1W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Taker 1W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe Taker 1W Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bruna, the Fading Light 5WW Legendary Creature -- Angel Horror When you cast this spell, you may return target Angel or Human creature card from your graveyard to the battlefield. Flying, vigilance (Melds with Gisela, the Broken Blade.) [sideboard] 5/7 ----- OTHER FACE ----- Brisela, Voice of Nightmares Legendary Creature -- Eldrazi Angel Flying, first strike, vigilance, lifelink Your opponents can't cast spells with mana value 3 or less. 9/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gisela, the Broken Blade 2WW Legendary Creature -- Angel Horror Flying, first strike, lifelink At the beginning of your end step, if you both own and control Gisela and a creature named Brunas, the Fading Light, exile them, then meld them into Brisela, Voice of Nightmares. [sideboard] 4/3 ----- OTHER FACE ----- Brisela, Voice of Nightmares Legendary Creature -- Eldrazi Angel Flying, first strike, vigilance, lifelink Your opponents can't cast spells with mana value 3 or less. 9/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gisela, the Broken Blade 2WW Legendary Creature -- Angel Horror Flying, first strike, lifelink At the beginning of your end step, if you both own and control Gisela and a creature named Brunas, the Fading Light, exile them, then meld them into Brisela, Voice of Nightmares. [sideboard] 4/3 ----- OTHER FACE ----- Brisela, Voice of Nightmares Legendary Creature -- Eldrazi Angel Flying, first strike, vigilance, lifelink Your opponents can't cast spells with mana value 3 or less. 9/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gisela, the Broken Blade 2WW Legendary Creature -- Angel Horror Flying, first strike, lifelink At the beginning of your end step, if you both own and control Gisela and a creature named Brunas, the Fading Light, exile them, then meld them into Brisela, Voice of Nightmares. [sideboard] 4/3 ----- OTHER FACE ----- Brisela, Voice of Nightmares Legendary Creature -- Eldrazi Angel Flying, first strike, vigilance, lifelink Your opponents can't cast spells with mana value 3 or less. 9/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

As this enchantment enters, choose a nonland card name. Spells with the chosen name can't be cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

As this enchantment enters, choose a nonland card name. Spells with the chosen name can't be cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

As this enchantment enters, choose a nonland card name. Spells with the chosen name can't be cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Exile target creature and all other creatures with the same name as that creature.

Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

First strike
Creatures and nonbasic lands your
opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

First strike
Creatures and nonbasic lands your
opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

First strike
Creatures and nonbasic lands your
opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unburial Rites 4 B Sorcery Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unburial Rites 4 B Sorcery Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
--	--	---	--