

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
Blightstep Pathway Land {T}: Add {B}. ----- - - - BACK FACE - - - Searstep Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Callous Sell-Sword Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 ----- ADVENTURE ----- Burn Together Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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Devourer of Destiny 5C 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 PLAYbotbox.dev	Devourer of Destiny 5C 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 PLAYbotbox.dev	Devourer of Destiny 5C 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 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.
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.	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.	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.	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plunge into Darkness (1B) 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	Plunge into Darkness (1B) 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	Plunge into Darkness (1B) 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

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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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③

{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.)

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B

Target opponent reveals their hand. You may choose a nonland card from it. If you do, that player exiles that card. If a nonblack card is exiled this way, exile a card from your hand.

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B

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.

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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.

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⑨

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay $\{2\}\{G\}\{G\}$. If you don't, you lose the game.

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

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Thud R 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 R 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 R 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 R 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
Abrupt Decay BG Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrupt Decay BG Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrupt Decay BG Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest

Basic Land -- Forest

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

[sideboard]

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Mountain

Basic Land -- Mountain

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

[sidebar]

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Pact of Negation

Instant

Counter target spell.
At the beginning of your next upkeep, pay $\{3\}\{U\}\{U\}$. If you don't, you lose the game.

[sideboard]

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Pact of Negation

Instant

Counter target spell.
At the beginning of your next
upkeep, pay {3}{U}{U}. If you don't,
you lose the game.

[sideboard]

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Pact of Negation

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 PLAY botbox.dev

Surgical Extraction

Instant

{B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

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Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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