

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	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	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
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Chancellor of the Dross 4 B B B 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	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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- - - - BACK FACE - - - Timbercrown Pathway Land {T}: Add {G}. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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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	Mountain Basic Land -- Mountain {T}: Add {R}. 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	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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
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. [sideboard] 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 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. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Natural State ⑥ Instant Destroy target artifact or enchantment with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pact of Negation ⑧ 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	Pact of Negation ⑧ 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	Pact of Negation ⑧ 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

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] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorin, Imperious Bloodlord 2B Legendary Planeswalker -- Sorin [+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorin, Imperious Bloodlord 2B Legendary Planeswalker -- Sorin [+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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