Darkmoss Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Darksteel Citadel

Artifact Land

Indestructible
{T}: Add {C}.

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Darksteel Pendant {2}

Artifact

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{1}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Indestructible (Effects that say "destroy" don't destroy this artifact.)
{1}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hymn to Tourach {B}{B}

Sorcery

Target player discards two cards at random.

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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.

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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.

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March of Wretched Sorrow {X}{B}

Instant

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Midgar, City of Mako

Land -- Town

This land enters tapped.
{T}: Add {B}.

- - - ADVENTURE - - -

Reactor Raid {2}{B}

Sorcery -- Adventure

You may sacrifice an artifact or creature. If you do, draw two cards. (Then exile this card. You may play the land later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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Necroblossom Snarl

Land

As this land enters, you may reveal a Swamp or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

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Nutrient Block (1)

Artifact -- Food

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{2}, {T}, Sacrifice this artifact: You gain 3 life.
When this artifact is put into a graveyard from the battlefield, draw a card.

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Phylactery Lich {B}{B}{B}

Creature -- Zombie

Indestructible
As this creature enters, put a phylactery counter on an artifact you control.
When you control no permanents with phylactery counters on them, sacrifice this creature.

5/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puppet Crafting {1}{G}

Enchantment -- Aura

Enchant artifact or non-Aura enchantment
Enchanted permanent is a Construct creature with base power and toughness 5/5 in addition to its other types.
{4}{G}: Return this card from your graveyard to your hand.

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Refurbished Familiar {3}{B}

Artifact Creature -- Zombie Rat

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twilight Mire

Land

{T}: Add {C}.
{B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vicious Rivalry {2}{B}{G}

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

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Vraska's Final Mercy {B}{B}

Sorcery

Choose one --
* You lose 2 life. Destroy target creature or planeswalker.
* You lose 2 life. Empower Jace 6. (Put six loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Break the Ice {B}{B}

Sorcery

Destroy target land that is snow or could produce {C}.
Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

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If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Clan {1}{G}

Instant

You gain 5 life.
Ferocious -- You gain 10 life instead if you control a creature with power 4 or greater.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

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]

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Necromentia {1}{B}{B}

Sorcery

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

[sideboard]

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