

Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
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Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Stashed Skeleton 1B Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Stashed Skeleton 1B Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Stashed Skeleton 1B Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Case of the Stashed Skeleton 1B Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extinction Event 3B Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Go for the Throat 1 B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R}.)
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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	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
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If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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③ ④

Exile target creature. That creature's controller reveals cards from the top of their library until they reveal a creature card. That player puts that card onto the battlefield, then shuffles the rest into their library.

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②③

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

3 B B

When you unlock this door, create a 6/6 black Demon creature token with flying. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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Unholy Annex 2B Enchantment -- Room At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- RIGHT HALF ----- Ritual Chamber 3BB Enchantment -- Room When you unlock this door, create a 6/6 black Demon creature token with flying. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valgavoth, Terror Eater 6BBB Legendary Creature -- Elder Demon Flying, lifelink Ward--Sacrifice three nonland permanents. If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead. During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valgavoth, Terror Eater 6BBB Legendary Creature -- Elder Demon Flying, lifelink Ward--Sacrifice three nonland permanents. If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead. During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Spite 1R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extinction Event 3B Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu Consumes All 1BBR Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- BACK FACE ----- Vessel of the All-Consuming Enchantment Creature -- Ogre Shaman Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu Consumes All 1BBR Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Destroy each nonland permanent with mana value 1 or less. II -- Exile all graveyards. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- BACK FACE ----- Vessel of the All-Consuming Enchantment Creature -- Ogre Shaman Trample Whenever this creature deals damage, put a +1/+1 counter on it. Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 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] 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ob Nixilis, the Adversary (1)(B)(R) Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ob Nixilis, the Adversary (1)(B)(R) Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ob Nixilis, the Adversary (1)(B)(R) Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster (2) Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckoner Bankbuster

②

Artifact -- Vehicle

This Vehicle enters with three charge counters on it.
{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."
Crew 3

[sideboard]

4/4

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This Vehicle enters with three charge counters on it.
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Crew 3

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sire of Insanity

④ B R

Creature -- Demon

At the beginning of each end step, each player discards their hand.

[sideboard]

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev