

Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B 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 Push B 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 Push B 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	Funeral Charm B Instant Choose one -- * Target player discards a card. * Target creature gets +2/-1 until end of turn. * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Funeral Charm B Instant Choose one -- * Target player discards a card. * Target creature gets +2/-1 until end of turn. * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Funeral Charm B Instant Choose one -- * Target player discards a card. * Target creature gets +2/-1 until end of turn. * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

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- * Target player discards a card.
- * Target creature gets +2/-1 until end of turn.
- * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Desert

{T}: Add {C}.
{2}, Exile a land card from your graveyard: This land becomes a 3/4 Elemental creature until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

(B)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Legendary Planeswalker -- Liliana

- [+1]: Each player discards a card.
- [-2]: Target player sacrifices a creature.
- [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana of the Veil 1BB Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liliana of the Veil 1BB Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven's Crime Sorcery Target player discards a card. Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven's Crime Sorcery Target player discards a card. Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven's Crime Sorcery Target player discards a card. Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Raven's Crime Sorcery Target player discards a card. Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shrieking Affliction Enchantment At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shrieking Affliction Enchantment At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shrieking Affliction Enchantment At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shrieking Affliction B Enchantment At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smallpox B B Sorcery Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smallpox B B Sorcery Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smallpox B B Sorcery Each player loses 1 life, discards a card, sacrifices a creature of their choice, then sacrifices a land of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rack1 Artifact As this artifact enters, choose an opponent. At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rack1 Artifact As this artifact enters, choose an opponent. At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rack1 Artifact As this artifact enters, choose an opponent. At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrench Mind B B Sorcery Target player discards two cards unless they discard an artifact card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrench Mind B B Sorcery Target player discards two cards unless they discard an artifact card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bontu's Last Reckoning 1 B B Sorcery Destroy all creatures. Lands you control don't untap during your next untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bontu's Last Reckoning 1 B B Sorcery Destroy all creatures. Lands you control don't untap during your next untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bontu's Last Reckoning 1 B B Sorcery Destroy all creatures. Lands you control don't untap during your next untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collective Brutality 1 B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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.

2/2

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① B/R B/R

Sacrifice this creature: Destroy target nonbasic land.

2/2

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① B/R B/R

Sacrifice this creature: Destroy target nonbasic land.

2/2

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① B/R B/R

Sacrifice this creature: Destroy target nonbasic land.

2/2

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2 B B

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.

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Ratchet Bomb 2 Artifact {T}: Put a charge counter on this artifact. {T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ratchet Bomb 2 Artifact {T}: Put a charge counter on this artifact. {T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP 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	
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