

|                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div><b>Bitter Triumph</b></div><div><div>①</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Bleachbone Verge</b></div><div>Land</div></div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                | <div><div><div><b>Bleachbone Verge</b></div><div>Land</div></div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                | <div><div><div><b>Bleachbone Verge</b></div><div>Land</div></div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                |
| <div><div><div><b>Bleachbone Verge</b></div><div>Land</div></div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                              | <div><div><div><b>Concealed Courtyard</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Concealed Courtyard</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Concealed Courtyard</b></div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Human Soldier

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Human Soldier

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Human Soldier

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

Creature -- Human Soldier

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Godless Shrine</div> </div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                 | <div> <div>Godless Shrine</div> </div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                 | <div> <div>Godless Shrine</div> </div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                            |
| <div> <div>Godless Shrine</div> </div> <div>Land -- Plains Swamp</div> <div> <p>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                              | <div> <div>Momentum Breaker</div> <div>1</div> <div>B</div> </div> <div>Enchantment</div> <div> <p>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Momentum Breaker</div> <div>1</div> <div>B</div> </div> <div>Enchantment</div> <div> <p>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nowhere to Run</div> <div>1</div> <div>B</div> </div> <div>Enchantment</div> <div> <p>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

|                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Optimistic Scavenger</b> (W)</p> <p>Creature -- Human Scout</p> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                            | <p><b>Optimistic Scavenger</b> (W)</p> <p>Creature -- Human Scout</p> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                       | <p><b>Optimistic Scavenger</b> (W)</p> <p>Creature -- Human Scout</p> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                       |

|                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                               |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Optimistic Scavenger</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Scout</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                     | <div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                   | <div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                          | <div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                    |
| <div> <div>Restless Fortress</div> </div> <div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Restless Fortress</div> </div> <div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.<br/>Whenever this land attacks, defending player loses 2 life and you gain 2 life.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sage of the Skies</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div>When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.)<br/>Flying, lifelink</div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Seam Rip</div> <div>W</div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Shadowy Backstreet

Land -- Plains Swamp

([T]: Add [W] or [B].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({{T}}: Add {{W}} or {{B}}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheltered by Ghosts ①W

Enchantment -- Aura

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shoot the Sheriff (1)(B)

Instant

Destroy target non-outlaw creature.  
(Assassins, Mercenaries, Pirates,  
Rogues, and Warlocks are outlaws.  
Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soulstone Sanctuary

Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spiteful Hexmage

Creature -- Human Warlock

When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spiteful Hexmage (B)

Creature -- Human Warlock

When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flash  
Flying  
When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash  
Flying  
When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flash  
Flying  
When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Unholy Annex</div><div>②B</div></div> <div>Enchantment -- Room</div> <div>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.<br/>(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.)</div> <div>----- RIGHT HALF -----</div> <div><div>Ritual Chamber</div><div>③BB</div></div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unholy Annex</div><div>②B</div></div> <div>Enchantment -- Room</div> <div>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.<br/>(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.)</div> <div>----- RIGHT HALF -----</div> <div><div>Ritual Chamber</div><div>③BB</div></div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unholy Annex</div><div>②B</div></div> <div>Enchantment -- Room</div> <div>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.<br/>(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.)</div> <div>----- RIGHT HALF -----</div> <div><div>Ritual Chamber</div><div>③BB</div></div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unholy Annex</div><div>②B</div></div> <div>Enchantment -- Room</div> <div>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.<br/>(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.)</div> <div>----- RIGHT HALF -----</div> <div><div>Ritual Chamber</div><div>③BB</div></div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Duress</div><div>B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

|                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                    |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Exorcise<div><div>1</div><div>W</div></div></div><div>Sorcery</div><div>Exile target artifact, enchantment, or creature with power 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div>Get Lost<div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Rest in Peace<div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Rest in Peace<div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |
| <div><div>Sheltered by Ghosts<div><div>1</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheltered by Ghosts<div><div>1</div><div>W</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tinybones Joins Up<div><div>B</div></div></div><div>Legendary Enchantment</div><div>When Tinybones Joins Up enters, any number of target players each discard a card.<br/>Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tinybones Joins Up<div><div>B</div></div></div><div>Legendary Enchantment</div><div>When Tinybones Joins Up enters, any number of target players each discard a card.<br/>Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

When Tinybones Joins Up enters, any number of target players each discard a card.

Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.

① ② W

① ② W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

①②

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev