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| <div><div>Akroma's Vengeance</div><div><div>4</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all artifacts, creatures, and enchantments.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Barren Moor</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {B}.<br/>Cycling {B} ({B}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cabal Therapy</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cabal Therapy</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Caves of Koilos</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div><div>Caves of Koilos</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div><div>Caves of Koilos</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div><div>Caves of Koilos</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          |

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| <div><div>Decree of Justice</div><div>X X 2 W W</div></div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div><div>Decree of Justice</div><div>X X 2 W W</div></div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Decree of Justice</div><div>X X 2 W W</div></div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Decree of Justice</div><div>X X 2 W W</div></div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Decree of Pain</div><div>6 B B</div></div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.<br/>Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.)<br/>When you cycle this card, all creatures get -2/-2 until end of turn.</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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.  
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Flying  
{3}{W}{W}: Return this card from  
your graveyard to your hand.  
Activate only during your upkeep.  
Plainscycling {2} ({2}, Discard this  
card: Search your library for a  
Plains card, reveal it, put it into  
your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Flying  
{3}{W}: Return this card from your graveyard to your hand.  
Activate only during your upkeep.  
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Flying  
{3}{W}{W}: Return this card from your graveyard to your hand.  
Activate only during your upkeep.  
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Target player discards two cards.  
You gain 3 life for each land card  
discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WB

Target player discards two cards.  
You gain 3 life for each land card  
discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Gerrard's Verdict</div><div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards.<br/>You gain 3 life for each land card<br/>discarded this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gerrard's Verdict</div><div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards.<br/>You gain 3 life for each land card<br/>discarded this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Renewed Faith

②③

Instant

You gain 6 life.  
Cycling {1}{W} ({1}{W}, Discard this card: Draw a card.)  
When you cycle this card, you may gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Salt Flats

Land

This land enters tapped.  
{T}: Add {C}.  
{T}: Add {W} or {B}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seccluded Steppe

Land

This land enters tapped.  
{T}: Add {W}.  
Cycling {W} ({W}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skeletal Scrying

(X) (B)

Instant

As an additional cost to cast this spell, exile X cards from your graveyard.  
You draw X cards and you lose X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skeletal Scrying

(X) (B)

Instant

As an additional cost to cast this spell, exile X cards from your graveyard.  
You draw X cards and you lose X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skeletal Scrying

(X)(B)

Instant

As an additional cost to cast this spell, exile X cards from your graveyard.  
You draw X cards and you lose X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smother

① ② B

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>(<b>{T}</b>): Add <b>{B}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Undead Gladiator</div><div>Creature -- Zombie Barbarian</div><div><b>{1}{B}</b>, Discard a card: Return this card from your graveyard to your hand. Activate only during your upkeep.<br/>Cycling <b>{1}{B}</b> (<b>{1}{B}</b>, Discard this card: Draw a card.)</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vindicate</div><div>Sorcery</div><div>Destroy target permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Vindicate</div><div>Sorcery</div><div>Destroy target permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       |

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| <div><div>Vindicate</div><div><div>1</div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Destroy target permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div><div>Vindicate</div><div><div>1</div><div>W</div><div>B</div></div></div> <div>Sorcery</div> <div>Destroy target permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div><div>Wrath of God</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div><div>Wrath of God</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   |
| <div><div>Aura of Silence</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Enchantment</div> <div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aura of Silence</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Enchantment</div> <div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Circle of Protection: Red</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Circle of Protection: Red</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Circle of Protection: Red</div><div>1W</div></div><div>Enchantment</div><div><p>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div><div>Decree of Pain</div><div>6BB</div></div><div>Sorcery</div><div><p>Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way. Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.) When you cycle this card, all creatures get -2/-2 until end of turn.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Engineered Plague</div><div>2B</div></div><div>Enchantment</div><div><p>As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Engineered Plague</div><div>2B</div></div><div>Enchantment</div><div><p>As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Haunting Echoes</div><div>3BB</div></div><div>Sorcery</div><div><p>Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Phyrexian Arena</div><div>1BB</div></div><div>Enchantment</div><div><p>At the beginning of your upkeep, you draw a card and you lose 1 life.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                              | <div><div><div>Phyrexian Arena</div><div>1BB</div></div><div>Enchantment</div><div><p>At the beginning of your upkeep, you draw a card and you lose 1 life.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div>Seal of Cleansing</div><div>1W</div></div><div>Enchantment</div><div><p>Sacrifice this enchantment: Destroy target artifact or enchantment.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                             |

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| <div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Tormod's Crypt</div><div><div>0</div></div></div> <div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Tormod's Crypt</div><div><div>0</div></div></div> <div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |  |
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