

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchantment -- Aura

Enchant creature card in a graveyard
When this Aura enters, if it's on
the battlefield, it loses "enchant
creature card in a graveyard" and
gains "enchant creature put onto the
battlefield with this Aura." Return
enchanted creature card to the
battlefield under your control and
attach this Aura to it. When this
Aura leaves the battlefield, that
creature's controller sacrifices it.
Enchanted creature gets -1/-0.

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2/B 2/B 2/B

Sorcery

{2/B} can be paid with any two mana or with {B}. This card's mana value is 6.)
Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle.

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X B B

Sorcery

Put X -1/-1 counters on each creature. Shuffle Black Sun's Zenith into its owner's library.

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Land

{T}: Add {C}.
{4}{B}, {T}, Sacrifice this land:
Target opponent sacrifices a
creature of their choice.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

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(B)

Sorcerv

Until end of turn, whenever a player taps a Swamp for mana, that player adds an additional {B}.

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Buried Alive 2 B Sorcery Search your library for up to three creature cards, put them into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Coffers Land {2}, {T}: Add {B} for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Ritual 1 B Instant Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Charcoal Diamond 2 Artifact This artifact enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coalition Relic 3 Artifact {T}: Add one mana of any color. {T}: Put a charge counter on this artifact. At the beginning of your first main phase, remove all charge counters from this artifact. Add one mana of any color for each charge counter removed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coldsteel Heart 2 Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

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{T}: Add {C}.
{T}, Sacrifice this land: Add
{C}{C}.
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Damnation

2 B B

Sorcery

Destroy all creatures. They can't be regenerated.

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Dance of the Dead

① B

Enchantment -- Aura

Enchant creature card in a graveyard
When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Put enchanted creature card onto the battlefield tapped under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If the player does, untap that creature.

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Dark Petition

3 B B

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

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Dark Ritual

(B)

Instant

Add $\{B\}\{B\}\{B\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dead Weight

B

Enchantment -- Aura

Enchant creature
Enchanted creature gets -2/-2.

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Defense Grid

②

Artifact

Each spell costs {3} more to cast
except during its controller's turn.

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Disfigure

(B)

Instant

Target creature gets -2/-2 until end of turn.

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Dismember

① BP BP

Instant

{B/P} can be paid with either {B}
or 2 life.)
Target creature gets -5/-5 until end
of turn.

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Distress

BB

Sorcery

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

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Duress

B

Sorcery

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

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Emrakul, the Promised End (13)

13

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants

13/13

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Engineered Plaque

2 B

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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Everflowing Chalice

①

Artifact

Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked.

{T}: Add {C} for each charge counter on this artifact.

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Exhume

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Sorcerv

Each player puts a creature card from their graveyard onto the battlefield.

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Expedition Map

①

Artifact

{2}, {T}, Sacrifice this artifact:
Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

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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.

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{T}: Add one mana of any color that a land an opponent controls could produce.

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Destroy target nonartifact creature.

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1 B B

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

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{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.

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Creature spells you cast cost {2} less to cast.
Creatures you control get -1/-1.

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①BB

Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Target player discards two cards at random.

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{T}: Add {C}.
{1}, {T}, Sacrifice this artifact:
Draw a card.

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2 B B

All creatures get -1/-1 until end of turn for each Swamp you control.

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Land

This land enters tapped.
 {T}: Add {C}.
 {2}, {T}, Sacrifice this land:
 Search your library for up to two
 basic land cards that share a land
 type, put them onto the battlefield
 tapped, then shuffle.

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① ② B

Changeling (This card is every creature type.)
Target creature gets +3/-3 and loses all creature types until end of turn.

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2 B

You may cast this spell as though it had flash. If you cast it any time a sorcery couldn't have been cast, the controller of the permanent it becomes sacrifices it at the beginning of the next cleanup step. When this enchantment enters, if it's on the battlefield, it becomes an Aura with "enchant creature put onto the battlefield with Necromancy." Put target creature card from a graveyard onto the battlefield under your control and attach this enchantment to it. When this enchantment leaves the battlefield, that creature's controller sacrifices it.

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As long as this creature is on the battlefield, it has all activated abilities of all creature cards in all graveyards.

4/3

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You draw two cards and lose 2 life.

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②

As this creature enters, choose a color.
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

1/3

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Phyrexian Devourer Artifact Creature -- Phyrexian Construct When this creature's power is 7 or greater, sacrifice it. Exile the top card of your library: Put X +1/+1 counters on this creature, where X is the exiled card's mana value. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	Rain of Filth Instant Until end of turn, lands you control gain "Sacrifice this land: Add {B}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Read the Bones Sorcery Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reanimate Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sign in Blood Sorcery Target player draws two cards and loses 2 life. 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	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	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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$\{T\}$: Add $\{C\}\{C\}\{C\}$.

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2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

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[+2]: Ugin deals 3 damage to any target.

[-X]: Exile each permanent with mana value X or less that's one or more colors.

[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

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Legendary Land

Each land is a Swamp in addition to its other land types.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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BB

Destroy target non-Vampire,
non-Werewolf, non-Zombie creature.

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This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

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Wrench Mind (B)(B) Sorcery Target player discards two cards unless they discard an artifact card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xiahou Dun, the One-Eyed (2)(B)(B) Legendary Creature -- Human Soldier Horsemanship (This creature can't be blocked except by creatures with horsemanship.) Sacrifice Xiahou Dun: Return target black card from your graveyard to your hand. Activate only during your turn, before attackers are declared. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yahenni's Expertise (2)(B)(B) Sorcery All creatures get -3/-3 until end of turn. You may cast a spell with mana value 3 or less from your hand without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sidisi, Undead Vizier (3)(B)(B) Legendary Creature -- Zombie Snake Deathtouch Exploit (When this creature enters, you may sacrifice a creature.) When Sidisi exploits a creature, you may search your library for a card, put it into your hand, then shuffle. [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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