

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Army of the Damned Sorcery Create thirteen tapped 2/2 black Zombie creature tokens. Flashback {7}{B}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beseech the Queen 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bubbling Muck Sorcery Until end of turn, whenever a player taps a Swamp for mana, that player adds an additional {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried Alive Sorcery Search your library for up to three creature cards, put them into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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This artifact enters tapped.
{T}: Add {B}.
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Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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This artifact enters tapped.
As this artifact enters, choose a color.
{T}: Add one mana of the chosen color.

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Land

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{T}: Add {C}.
{T}, Sacrifice this land: Add
{C}{C}.
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2 B B

Destroy all creatures. They can't be regenerated.

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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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At the beginning of your upkeep,
reveal the top card of your library
and put that card into your hand.
You lose life equal to its mana
value.

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3 B B

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 Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devour Flesh Instant Target player sacrifices a creature of their choice, then gains life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dimir Machinations Sorcery Look at the top three cards of target player's library. Exile any number of those cards, then put the rest back in any order. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disfigure Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Distress Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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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2 B

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

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

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

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2 B

Return target creature card from your graveyard to the battlefield. Sacrifice that creature at the beginning of the next end step.

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{T}: Add {C}.
{T}: Roll the planar die. Activate
only as a sorcery.
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Innocent Blood (B) Sorcery Each player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek (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	Jet Medallion (2) Artifact Black spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lake of the Dead Land If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add {B}. {T}, Sacrifice a Swamp: Add {B}{B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Liliana of the Veil (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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind Stone (2) Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necromancy (2)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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

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2 B B

All creatures get -1/-1.

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1 B

You draw two cards and lose 2 life.

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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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Land

This land enters tapped with two depletion counters on it.
 {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it.

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At the beginning of your upkeep, you draw a card and you lose 1 life.

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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

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Land

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

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sheet 7/13 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Prismatic Lens 2 Artifact {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rain of Filth B Instant Until end of turn, lands you control gain "Sacrifice this land: Add {B}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reanimate B 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 PLAY botbox.dev	Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stitch Together B B Sorcery Return target creature card from your graveyard to your hand. Threshold -- Return that card from your graveyard to the battlefield instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ugin, the Spirit Dragon Legendary Planeswalker -- Ugin [+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. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulcerate Instant Target creature gets -3/-3 until end of turn. You lose 3 life. 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 PLAYbotbox.dev	Victim of Night Instant Destroy target non-Vampire, non-Werewolf, non-Zombie creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wake the Dead X B B Instant Cast this spell only during combat on an opponent's turn. Return X target creature cards from your graveyard to the battlefield. Sacrifice those creatures at the beginning of the next end step. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista X X Artifact Creature -- Construct 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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