

Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 BACK FACE Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 BACK FACE Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 BACK FACE Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Godless Shrine

Land -- Plains Swamp

($\{T\}$: Add $\{W\}$ or $\{B\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Hallowed Fountain

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaito, Bane of Nightmares (2)(U)(B)

Legendary Planeswalker -- Kaito

Ninjatsu {1}{U}{B} ({1}{U}{B},
Return an unblocked attacker you
control to hand: Put this card onto
the battlefield from your hand
tapped and attacking.)
During your turn, as long as Kaito
has one or more loyalty counters on
him, he's a 3/4 Ninja creature and
has hexproof.
[+1]: You get an emblem with "Ninjas
you control get +1/+1."
[0]: Surveil 2. Then draw a card for
each opponent who lost life this
turn.
[-2]: Tap target creature. Put two
stun counters on it.

L 4

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L 4

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Mox Amber

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

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Nashi, Searcher in the Dark (U)(B)

Legendary Creature -- Rat Ninja Wizard

Menace
Whenever Nashi deals combat damage to a player, you mill that many cards. You may put any number of legendary and/or enchantment cards from among them into your hand. If you put no cards into your hand this way, put a +1/+1 counter on Nashi.

2/2

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Sheoldred, the Apocalypse (2)(B)(B) Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse (2)(B)(B) Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse (2)(B)(B) Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skrelv, Defector Mite (W) Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacular Spider-Man (1)(W) Legendary Creature -- Spider Human Hero Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Woman, Stunning Savior (1)(W/U) Legendary Creature -- Spider Human Hero Flying Venom Blast -- Artifacts and creatures your opponents control enter tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ashiok, Dream Render 1 U/B U/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extinction Event 3 B Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheltered by Ghosts 1 W 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict 1 B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Sense 1 U Instant Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.) Counter target instant spell, sorcery spell, or triggered ability. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

[sideboard]

② ③

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. (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.)

[sideboard]

- - - RIGHT HALF - - -

3 B B

When you unlock this door, create a 6/6 black Demon creature token with flying. (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.)

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④ ⑤

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)
Exile all nonland permanents that aren't legendary.

[sidebar]

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