

BB

First strike (This creature deals combat damage before creatures without first strike.)
Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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B

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

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Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drain Life Sorcery X 1 B Spend only black mana on X. Drain Life deals X damage to any target. You gain life equal to the damage dealt, but not more life than the player's life total before the damage was dealt, the planeswalker's loyalty before the damage was dealt, or the creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hypnotic Specter Creature -- Specter 1 B B Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter Creature -- Specter 1 B B Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter Creature -- Specter 1 B B Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter Creature -- Specter 1 B B Flying Whenever this creature deals damage to an opponent, that player discards a card at random. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{1}, {T}: Tap target artifact, creature, or land.

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$\{4\}, \{T\}$: Draw a card.

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{T}: Destroy target tapped creature.

1/1

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3 B B

Flying (This creature can't be blocked except by creatures with flying or reach.)
Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sengir Vampire (3)(B)(B) Creature -- Vampire Flying (This creature can't be blocked except by creatures with flying or reach.) Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sengir Vampire (3)(B)(B) Creature -- Vampire Flying (This creature can't be blocked except by creatures with flying or reach.) Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sengir Vampire (3)(B)(B) Creature -- Vampire Flying (This creature can't be blocked except by creatures with flying or reach.) Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinkhole (B)(B) Sorcery Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Stone-Throwing Devils B Creature -- Devil First strike 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stone-Throwing Devils B Creature -- Devil First strike 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stone-Throwing Devils B Creature -- Devil First strike 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stone-Throwing Devils B Creature -- Devil First strike 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Animate Dead1B 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead1B 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead1B 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	DeathgripBB Enchantment {B}{B}: Counter target green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gloom 2B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom 2B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom 2B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Icy Manipulator 4 Artifact {1}, {T}: Tap target artifact, creature, or land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nevinyrral's Disk 4 Artifact This artifact enters tapped. {1}, {T}: Destroy all artifacts, creatures, and enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paralyze B Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paralyze B Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paralyze B Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {4}. If the player does, untap the creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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