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| <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>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>Call of the Herd</div><div><div>2G</div></div></div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token. Flashback {3}{G} (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>Call of the Herd</div><div><div>2G</div></div></div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token. Flashback {3}{G} (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>Contagion</div><div><div>3BB</div></div></div> <div>Instant</div> <div>You may pay 1 life and exile a black card from your hand rather than pay this spell's mana cost. Distribute two -2/-1 counters among one or two target creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div><div>Contamination</div><div><div>2B</div></div></div> <div>Enchantment</div> <div>At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    |

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| <div><div><div>Contamination</div><div>2B</div></div><div>Enchantment</div><div>At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Contamination</div><div>2B</div></div><div>Enchantment</div><div>At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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><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><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><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><div><div>Engineered Plague</div><div>2B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><div>Engineered Plague</div><div>2B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |

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| <div><div><div>Innocent Blood</div><div>B</div></div><div>Sorcery</div><div>Each player sacrifices a creature of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Innocent Blood</div><div>B</div></div><div>Sorcery</div><div>Each player sacrifices a creature of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Innocent Blood</div><div>B</div></div><div>Sorcery</div><div>Each player sacrifices a creature of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |
| <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Factory</div></div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Mishra's Factory</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>           {T}: Target Assembly-Worker creature gets +1/+1 until end of turn.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Mishra's Factory</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>           {T}: Target Assembly-Worker creature gets +1/+1 until end of turn.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nether Spirit</div> <div>Creature -- Spirit</div> <div>At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nether Spirit</div> <div>Creature -- Spirit</div> <div>At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               |
| <div>Nether Spirit</div> <div>Creature -- Spirit</div> <div>At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       | <div>Nether Spirit</div> <div>Creature -- Spirit</div> <div>At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       | <div>Pernicious Deed</div> <div>Enchantment</div> <div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                | <div>Phyrexian Furnace</div> <div>Artifact</div> <div>           {T}: Exile the bottom card of target player's graveyard.<br/>           {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Phyrexian Furnace</div><div>Artifact</div><div><p>{T}: Exile the bottom card of target player's graveyard.</p><p>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</p></div><div><div>1</div></div></div> | <div><div>Powder Keg</div><div>Artifact</div><div><p>At the beginning of your upkeep, you may put a fuse counter on this artifact.</p><p>{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</p></div><div><div>2</div></div></div> | <div><div>Powder Keg</div><div>Artifact</div><div><p>At the beginning of your upkeep, you may put a fuse counter on this artifact.</p><p>{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</p></div><div><div>2</div></div></div> | <div><div>Rishadan Port</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Tap target land.</p></div><div><div></div></div></div>                                                                                              |
| <div><div>Rishadan Port</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Tap target land.</p></div><div><div></div></div></div>                                                                                                         | <div><div>Rishadan Port</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Tap target land.</p></div><div><div></div></div></div>                                                                                                                                                                                | <div><div>Sickening Dreams</div><div>Sorcery</div><div><p>As an additional cost to cast this spell, discard X cards.</p><p>Sickening Dreams deals X damage to each creature and each player.</p></div><div><div>1</div><div>B</div></div></div>                                                                         | <div><div>Skeletal Scrying</div><div>Instant</div><div><p>As an additional cost to cast this spell, exile X cards from your graveyard.</p><p>You draw X cards and you lose X life.</p></div><div><div>X</div><div>B</div></div></div> |

1 B

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

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① ② B

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

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

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

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

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

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

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

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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>Tainted Wood</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. Activate only if you control a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Tainted Wood</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. Activate only if you control a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       |

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| <div><div><div>Zombie Infestation</div><div>1B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div><div>Zombie Infestation</div><div>1B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div><div>Zombie Infestation</div><div>1B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Zombie Infestation</div><div>1B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |
| <div><div><div>Blackmail</div><div>B</div></div><div>Sorcery</div><div>Target player reveals three cards from their hand and you choose one of them. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blackmail</div><div>B</div></div><div>Sorcery</div><div>Target player reveals three cards from their hand and you choose one of them. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Call of the Herd</div><div>2G</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Diabolic Edict</div><div>1B</div></div><div>Instant</div><div>Target player sacrifices a creature of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Dystopia</div><div>①B B</div></div><div>Enchantment</div><div>Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)<br/>At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dystopia</div><div>①B B</div></div><div>Enchantment</div><div>Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)<br/>At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Engineered Plague</div><div>②B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloom</div><div>②B</div></div><div>Enchantment</div><div>White spells cost {3} more to cast.<br/>Activated abilities of white enchantments cost {3} more to activate.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |
| <div><div><div>Gloom</div><div>②B</div></div><div>Enchantment</div><div>White spells cost {3} more to cast.<br/>Activated abilities of white enchantments cost {3} more to activate.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                               | <div><div><div>Naturalize</div><div>①G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                   | <div><div><div>Naturalize</div><div>①G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Pernicious Deed</div><div>①B G</div></div><div>Enchantment</div><div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Phyrexian Furnace</div> <div>Artifact</div> <div> {1}: Exile the bottom card of target player's graveyard.<br/> {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tranquil Domain</div> <div>Instant</div> <div> Destroy all non-Aura enchantments. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tranquil Domain</div> <div>Instant</div> <div> Destroy all non-Aura enchantments. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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