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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.)

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{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

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| <div><div><div>Cursed Scroll</div><div>Artifact</div><div><div>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dark Ritual</div><div>Instant</div><div><div>Add {B}{B}{B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 | <div><div><div>Dark Ritual</div><div>Instant</div><div><div>Add {B}{B}{B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 | <div><div><div>Dark Ritual</div><div>Instant</div><div><div>Add {B}{B}{B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 |
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**B**

Choose one --

- \* Target player discards a card.
- \* Target creature gets +2/-1 until end of turn.
- \* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

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**Flying**  
Whenever this creature deals damage to an opponent, that player discards a card at random.

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2/2

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| <div> <div>Hypnotic Specter</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Specter</div> <div> <p>Flying</p> <p>Whenever this creature deals damage to an opponent, that player discards a card at random.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Factory</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Factory</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Factory</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mishra's Factory</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div>Ravenous Rats</div> <div> <div>1</div> <div>B</div> </div> <div>Creature -- Rat</div> <div> <p>When this creature enters, target opponent discards a card.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Ravenous Rats</div> <div> <div>1</div> <div>B</div> </div> <div>Creature -- Rat</div> <div> <p>When this creature enters, target opponent discards a card.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           | <div>Ravenous Rats</div> <div> <div>1</div> <div>B</div> </div> <div>Creature -- Rat</div> <div> <p>When this creature enters, target opponent discards a card.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                           |

## Ravenous Rats

Creature -- Rat

When this creature enters, target opponent discards a card.

## Skittering Skirge

Creature -- Phyrexian Imp

Flying  
When you cast a creature spell,  
sacrifice this creature.

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## Smother

Instant

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

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## Swamp

Basic Land -- Swamp

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

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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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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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>The Rack1</div> <div>Artifact</div> <div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Rack1</div> <div>Artifact</div> <div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>The Rack</div><div>①</div></div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>The Rack</div><div>①</div></div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>Wasteland</div><div></div></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>                                                                                                                                                                                                                                                             | <div><div><div>Wasteland</div><div></div></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>                                                                  |
| <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>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> |

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| <div><div>Engineered Plague<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>Engineered Plague<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>Gloom<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>Gloom<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>Phyrexian Furnace<div>1</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Furnace<div>1</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Negator<div>2B</div></div><div>Creature -- Phyrexian Horror</div><div>Trample<br/>Whenever this creature is dealt damage, sacrifice that many permanents.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snuff Out<div>3B</div></div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Spinning Darkness</b> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>You may exile the top three black cards of your graveyard rather than pay this spell's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Spinning Darkness</b> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>You may exile the top three black cards of your graveyard rather than pay this spell's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Withered Wretch</b> <div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie Cleric</div> <div> <p>{1}: Exile target card from a graveyard.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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