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| <div><div>Cabal Therapy</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><div>Cabal Therapy</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><div>Cabal Therapy</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><div>Cabal Therapy</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><div>Cursed Scroll</div><div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Cursed Scroll</div><div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Cursed Scroll</div><div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             |

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| <div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</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>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>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> |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

At the beginning of your upkeep,  
sacrifice this creature unless you  
discard a card.  
{2}: This creature deals 1 damage to  
target creature.  
{2}: Regenerate this creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Nantuko Shade</div><div><div>B</div><div>B</div></div><div>Creature -- Insect Shade</div><div><div>{B}: This creature gets +1/+1 until end of turn.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                        | <div><div>Nantuko Shade</div><div><div>B</div><div>B</div></div><div>Creature -- Insect Shade</div><div><div>{B}: This creature gets +1/+1 until end of turn.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                        | <div><div>Nantuko Shade</div><div><div>B</div><div>B</div></div><div>Creature -- Insect Shade</div><div><div>{B}: This creature gets +1/+1 until end of turn.</div></div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                        | <div><div>Ravenous Rats</div><div><div>1</div><div>B</div></div><div>Creature -- Rat</div><div><div>When this creature enters, target opponent discards a card.</div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                      |

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| <div><div><div><div><div><div></div><div><b>Ravenous Rats</b></div><div><div>①</div><div>B</div></div></div><div>Creature -- Rat</div><div>When this creature enters, target opponent discards a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Ravenous Rats</b></div><div><div>①</div><div>B</div></div></div><div>Creature -- Rat</div><div>When this creature enters, target opponent discards a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>                                              | <div><div><div><div><div><div></div><div><b>Smother</b></div><div><div>①</div><div>B</div></div></div><div>Instant</div><div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Smother</b></div><div><div>①</div><div>B</div></div></div><div>Instant</div><div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Smother</b></div><div><div>①</div><div>B</div></div></div><div>Instant</div><div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>                        | <div><div><div><div><div><div></div><div><b>Snuff Out</b></div><div><div>③</div><div>B</div></div></div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Swamp</b></div><div></div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>                                                                           | <div><div><div><div><div><div></div><div><b>Swamp</b></div><div></div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></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>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> | <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>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> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</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>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      | <div><div>Withered Wretch</div><div>Creature -- Zombie Cleric</div><div><div>{1}: Exile target card from a graveyard.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Withered Wretch</div><div>Creature -- Zombie Cleric</div><div><div>{1}: Exile target card from a graveyard.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                       | <div><div>Withered Wretch</div><div>Creature -- Zombie Cleric</div><div><div>{1}: Exile target card from a graveyard.</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                       |
| <div><div>Drain Life</div><div>Sorcery</div><div><div>Spend only black mana on X.</div><div>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.</div></div><div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Drain Life</div><div>Sorcery</div><div><div>Spend only black mana on X.</div><div>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.</div></div><div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dystopia</div><div>Enchantment</div><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.)</div><div>At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.</div></div><div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dystopia</div><div>Enchantment</div><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.)</div><div>At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.</div></div><div><div>[sideboard]</div></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>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>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>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>    |

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| <div> <div>Graveborn Muse</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Spirit</div> <div> <p>At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Masticore</div> <div> <div>4</div> </div> </div> <div> <div>Artifact Creature -- Masticore</div> <div> <p>At the beginning of your upkeep, sacrifice this creature unless you discard a card.</p> <p>{2}: This creature deals 1 damage to target creature.</p> <p>{2}: Regenerate this creature.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Withered Wretch</div> <div> <div>B</div> <div>B</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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