

Day of Black Sun X B B Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Black Sun X B B Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Black Sun X B B Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High-Society Hunter 3 B B Creature -- Vampire Noble Flying Whenever this creature attacks, you may sacrifice another creature. If you do, put a +1/+1 counter on this creature. Whenever another nontoken creature dies, draw a card. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
High-Society Hunter 3 B B Creature -- Vampire Noble Flying Whenever this creature attacks, you may sacrifice another creature. If you do, put a +1/+1 counter on this creature. Whenever another nontoken creature dies, draw a card. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liliana, Dreadhorde General 4 B B Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liliana, Dreadhorde General 4 B B Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long Goodbye 1 B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Long Goodbye 1 B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nine-Lives Familiar 1 B B Creature -- Cat This creature enters with eight revival counters on it if you cast it. When this creature dies, if it had a revival counter on it, return it to the battlefield with one fewer revival counter on it at the beginning of the next end step. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nine-Lives Familiar 1 B B Creature -- Cat This creature enters with eight revival counters on it if you cast it. When this creature dies, if it had a revival counter on it, return it to the battlefield with one fewer revival counter on it at the beginning of the next end step. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nine-Lives Familiar 1 B B Creature -- Cat This creature enters with eight revival counters on it if you cast it. When this creature dies, if it had a revival counter on it, return it to the battlefield with one fewer revival counter on it at the beginning of the next end step. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nowhere to Run 1 B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run 1 B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run 1 B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run 1 B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sephiroth, Fabled SOLDIER Card ----- OTHER FACE ----- Sephiroth, Fabled SOLDIER Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sephiroth, Fabled SOLDIER Card ----- OTHER FACE ----- Sephiroth, Fabled SOLDIER Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sporogenic Infection1B Enchantment -- Aura Enchant creature When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature. When enchanted creature is dealt damage, destroy it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sporogenic Infection1B Enchantment -- Aura Enchant creature When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature. When enchanted creature is dealt damage, destroy it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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The Terminus of Return (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher2B Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher2B Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher2B Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vein Ripper3BBB Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vein Ripper3BBB Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vein Ripper3BBB Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vein Ripper3BBB Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vincent Valentine 2BB Legendary Creature -- Assassin Whenever a creature an opponent controls dies, put a number of +1/+1 counters on Vincent Valentine equal to that creature's power. Whenever Vincent Valentine attacks, you may transform it. 2/2 ----- BACK FACE ----- Galian Beast Legendary Creature -- Werewolf Beast Trample, lifelink When Galian Beast dies, return it to the battlefield tapped (front face up). 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vincent Valentine 2BB Legendary Creature -- Assassin Whenever a creature an opponent controls dies, put a number of +1/+1 counters on Vincent Valentine equal to that creature's power. Whenever Vincent Valentine attacks, you may transform it. 2/2 ----- BACK FACE ----- Galian Beast Legendary Creature -- Werewolf Beast Trample, lifelink When Galian Beast dies, return it to the battlefield tapped (front face up). 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vincent Valentine 2BB Legendary Creature -- Assassin Whenever a creature an opponent controls dies, put a number of +1/+1 counters on Vincent Valentine equal to that creature's power. Whenever Vincent Valentine attacks, you may transform it. 2/2 ----- BACK FACE ----- Galian Beast Legendary Creature -- Werewolf Beast Trample, lifelink When Galian Beast dies, return it to the battlefield tapped (front face up). 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrench, Speedway Saboteur (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B B

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B B

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

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[sideboard]
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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Destroy target creature or enchantment. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withering Torment 2B Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withering Torment 2B Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withering Torment 2B Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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