

Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Demonic Tutor 1B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drain Life X1B Sorcery 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 PLAYbotbox.dev	Hymn to Tourach B B Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn to Tourach B B Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hymn to Tourach Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hymn to Tourach Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter Creature -- Specter 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 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 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 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	Juggernaut Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Juggernaut Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

This creature attacks each combat if able.
This creature can't be blocked by Walls.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (B)

Target player discards X cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Protection from white
{B}: This creature gains first strike until end of turn.
{B}{B}: This creature gets +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Protection from white
{B}: This creature gains first strike until end of turn.
{B}{B}: This creature gets +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Protection from white
{B}: This creature gains first strike until end of turn.
{B}{B}: This creature gets +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Protection from white
{B}: This creature gains first strike until end of turn.
{B}{B}: This creature gets +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Assassin (1)(B)(B) Creature -- Human Assassin {T}: Destroy target tapped creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Royal Assassin (1)(B)(B) Creature -- Human Assassin {T}: Destroy target tapped creature. 1/1 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	Sinkhole (B)(B) Sorcery Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinkhole (B)(B) Sorcery Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinkhole B B Sorcery Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorceress Queen 1 B B Creature -- Human Wizard Sorcerer {T}: Target creature other than this creature has base power and toughness 0/2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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
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	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

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	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
Terror1B Instant Destroy target nonartifact, nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terror1B Instant Destroy target nonartifact, nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terror1B Instant Destroy target nonartifact, nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rack1 Artifact As this artifact enters, choose an opponent. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Rack ① Artifact As this artifact enters, choose an opponent. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rack ① Artifact As this artifact enters, choose an opponent. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rack ① Artifact As this artifact enters, choose an opponent. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urborg Legendary Land {T}: Add {B}. {T}: Target creature loses first strike or swampwalk until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aeolipile ② Artifact {1}, {T}, Sacrifice this artifact: It deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursed Rack ④ Artifact As this artifact enters, choose an opponent. The chosen player's maximum hand size is four. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathgrip ⒷⒷ Enchantment {B}{B}: Counter target green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathgrip ⒷⒷ Enchantment {B}{B}: Counter target green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deathgrip B B Enchantment {B}{B}: Counter target green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disrupting Scepter 3 Artifact {3}, {T}: Target player discards a card. Activate only during your turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloom 2 B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloom 2 B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gloom 2 B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jade Statue 4 Artifact {2}: This artifact becomes a 3/6 Golem artifact creature until end of combat. Activate only during combat. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jade Statue 4 Artifact {2}: This artifact becomes a 3/6 Golem artifact creature until end of combat. Activate only during combat. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pestilence 2 B B Enchantment At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment. {B}: This enchantment deals 1 damage to each creature and each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilence 2 B B Enchantment At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment. {B}: This enchantment deals 1 damage to each creature and each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	