

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 Hordes 3BBB Creature -- Demon {T}: Destroy target land. At the beginning of your upkeep, unless you pay {B}{B}{B}, tap this creature and sacrifice a land of an opponent's choice. 5/5 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	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	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

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1 B B

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

2/2

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1 B B

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

2/2

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④

$\{4\}, \{T\}$: Draw a card.

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(X) (B)

Target player discards X cards at random.

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{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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①

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

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

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① B B

{T}: Destroy target tapped creature.

1/1

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① B B

{T}: Destroy target tapped creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Sinkhole B B Sorcery Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Black KnightBB Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Black KnightBB Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Black KnightBB Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Black KnightBB Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Protection from white (This creature can't be blocked, targeted, dealt damage, or enchanted by anything white.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Erg Raiders ①B Creature -- Human Warrior At the beginning of your end step, if this creature didn't attack this turn, it deals 2 damage to you unless it came under your control this turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erg Raiders ①B Creature -- Human Warrior At the beginning of your end step, if this creature didn't attack this turn, it deals 2 damage to you unless it came under your control this turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erg Raiders ①B Creature -- Human Warrior At the beginning of your end step, if this creature didn't attack this turn, it deals 2 damage to you unless it came under your control this turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erg Raiders ①B Creature -- Human Warrior At the beginning of your end step, if this creature didn't attack this turn, it deals 2 damage to you unless it came under your control this turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gloom ②B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom ②B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom ②B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom ②B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Khabál Ghou1 2 B Creature -- Zombie At the beginning of each end step, put a +1/+1 counter on this creature for each creature that died this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Khabál Ghou1 2 B Creature -- Zombie At the beginning of each end step, put a +1/+1 counter on this creature for each creature that died this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maze of Ith Land {T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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