

Blackmail B Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackmail B Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackmail B Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackmail B Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cabal Coffers Land {2}, {T}: Add {B} for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Coffers Land {2}, {T}: Add {B} for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Coffers Land {2}, {T}: Add {B} for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupt 5B Sorcery Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Corrupt 5B Sorcery Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupt 5B Sorcery Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor 2BB Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor 2BB Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Diabolic Tutor 2BB Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor 2BB 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	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunting Echoes 3BB Sorcery Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Haunting Echoes 3BB Sorcery Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocent Blood B Sorcery Each player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocent Blood B Sorcery Each player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocent Blood B Sorcery Each player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Innocent Blood B Sorcery Each player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Sludge 4B Sorcery Target player discards a card for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Sludge 4B Sorcery Target player discards a card for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nantuko Shade BB Creature -- Insect Shade {B}: This creature gets +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

BB

{B}: This creature gets +1/+1 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

{B}: This creature gets +1/+1 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

{B}: This creature gets +1/+1 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Token Creature -- Nightmare

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

ⓧ⓪

As this artifact enters, choose a color and a creature type. This artifact enters with X charge counters on it.

{4}, {T}: Create an X/X creature token of the chosen color and type, where X is the number of charge counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (B)

As an additional cost to cast this spell, exile X cards from your graveyard.
You draw X cards and you lose X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (B)

As an additional cost to cast this spell, exile X cards from your graveyard.
You draw X cards and you lose X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

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
Befoul2BB Sorcery Destroy target land or nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Befoul2BB Sorcery Destroy target land or nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① B B

All creatures get -2/-2 until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

All creatures get -2/-2 until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

All creatures get -1/-1 until end of turn for each Swamp you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

All creatures get -1/-1 until end of turn for each Swamp you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Destroy target land.
Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev