

Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Celebrant Creature -- Human Cleric {B}, Pay 1 life: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Celebrant Creature -- Human Cleric {B}, Pay 1 life: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cabal Archon Creature -- Human Cleric {B}, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Archon Creature -- Human Cleric {B}, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Archon Creature -- Human Cleric {B}, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Archon Creature -- Human Cleric {B}, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dark Supplicant B Creature -- Human Cleric {T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it onto the battlefield. If you search your library this way, shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Supplicant B Creature -- Human Cleric {T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it onto the battlefield. If you search your library this way, shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Supplicant B Creature -- Human Cleric {T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it onto the battlefield. If you search your library this way, shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Supplicant B Creature -- Human Cleric {T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it onto the battlefield. If you search your library this way, shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
Initiates of the Ebon Hand B Creature -- Cleric {1}: Add {B}. If this ability has been activated four or more times this turn, sacrifice this creature at the beginning of the next end step. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Initiates of the Ebon Hand B Creature -- Cleric {1}: Add {B}. If this ability has been activated four or more times this turn, sacrifice this creature at the beginning of the next end step. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Initiates of the Ebon Hand B Creature -- Cleric {1}: Add {B}. If this ability has been activated four or more times this turn, sacrifice this creature at the beginning of the next end step. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patriarch's Bidding 3BB Sorcery Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from their graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Patriarch's Bidding (3)(B)(B) Sorcery Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from their graveyard to the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Gix (2)(B) Creature -- Phyrexian Human Cleric Minion When this creature enters, add {B}{B}{B}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Gix (2)(B) Creature -- Phyrexian Human Cleric Minion When this creature enters, add {B}{B}{B}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Gix (2)(B) Creature -- Phyrexian Human Cleric Minion When this creature enters, add {B}{B}{B}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Priest of Gix (2)(B) Creature -- Phyrexian Human Cleric Minion When this creature enters, add {B}{B}{B}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rotlung Reanimator (2)(B) Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rotlung Reanimator (2)(B) Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scion of Darkness (5)(B)(B)(B) Creature -- Avatar Trample Whenever this creature deals combat damage to a player, you may put target creature card from that player's graveyard onto the battlefield under your control. Cycling {3} ({3}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scion of Darkness (5)(B)(B)(B) Creature -- Avatar Trample Whenever this creature deals combat damage to a player, you may put target creature card from that player's graveyard onto the battlefield under your control. Cycling {3} ({3}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out (3)(B) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out (3)(B) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out (3)(B) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Unearth B B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1 B Instant Target player sacrifices a creature of their choice. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1 B Instant Target player sacrifices a creature of their choice. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1 B Instant Target player sacrifices a creature of their choice. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Engineered Plague 2B 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 Plague 2B 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 Plague 2B 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	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	Perish 2B Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perish 2B Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard]	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard]	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard]	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard]
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