

Bottomless Pit 1 B B Enchantment At the beginning of each player's upkeep, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bottomless Pit 1 B B Enchantment At the beginning of each player's upkeep, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bottomless Pit 1 B B Enchantment At the beginning of each player's upkeep, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bottomless Pit 1 B B Enchantment At the beginning of each player's upkeep, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chain of Smog 1 B Sorcery Target player discards two cards. That player may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Smog 1 B Sorcery Target player discards two cards. That player may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Smog 1 B Sorcery Target player discards two cards. That player may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursed Scroll 1 Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cursed Scroll Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Scroll Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Edict Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Edict Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Target player sacrifices a creature of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Choose one --

- * Target player discards a card.
- * Target creature gets +2/-1 until end of turn.
- * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Choose one --

- * Target player discards a card.
- * Target creature gets +2/-1 until end of turn.
- * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Choose one --

- * Target player discards a card.
- * Target creature gets +2/-1 until end of turn.
- * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Funeral Charm B Instant Choose one -- * Target player discards a card. * Target creature gets +2/-1 until end of turn. * Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hypnotic Specter 1B B 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 PLAYbotbox.dev	Hypnotic Specter 1B B 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 PLAYbotbox.dev	Hypnotic Specter 1B B 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 PLAYbotbox.dev
Hypnotic Specter 1B B 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 PLAYbotbox.dev	Mishra's Factory Land {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Factory Land {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Factory Land {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mishra's Factory Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skittering Skirge Creature -- Phyrexian Imp Flying When you cast a creature spell, sacrifice this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skittering Skirge Creature -- Phyrexian Imp Flying When you cast a creature spell, sacrifice this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skittering Skirge Creature -- Phyrexian Imp Flying When you cast a creature spell, sacrifice this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smother Instant Destroy target creature with mana value 3 or less. It can't be regenerated. 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
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 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 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 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

Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dystopia Enchantment Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dystopia Enchantment Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dystopia Enchantment Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague 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 2 B 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 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Persecute 2 B B Sorcery Choose a color. Target player reveals their hand and discards all cards of that color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Persecute 2 B B Sorcery Choose a color. Target player reveals their hand and discards all cards of that color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Planar Void B Enchantment Whenever another card is put into a graveyard from anywhere, exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Planar Void B Enchantment Whenever another card is put into a graveyard from anywhere, exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Planar Void B Enchantment Whenever another card is put into a graveyard from anywhere, exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Powder Keg 2 Artifact At the beginning of your upkeep, you may put a fuse counter on this artifact. {T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Powder Keg 2 Artifact At the beginning of your upkeep, you may put a fuse counter on this artifact. {T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	