

Cabal Therapy ⓑ Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy ⓑ Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy ⓑ Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy ⓑ Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Contagion ③ⓑⓑ Instant You may pay 1 life and exile a black card from your hand rather than pay this spell's mana cost. Distribute two -2/-1 counters among one or two target creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contamination ②ⓑ Enchantment At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contamination ②ⓑ Enchantment At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contamination ②ⓑ Enchantment At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Tutor (2)(B)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle.	Diabolic Tutor (2)(B)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle.	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	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 PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	Engineered Plague (2)(B) Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1.	High Market Land {T}: Add {C}. {T}, Sacrifice a creature: You gain 1 life.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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 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 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 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 PLAYbotbox.dev	Nether Spirit 1B B Creature -- Spirit At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① B B

At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

At the beginning of your upkeep, if this card is the only creature card in your graveyard, you may return this card to the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

At the beginning of your upkeep, you draw a card and you lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile the bottom card of target player's graveyard.

{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sickening Dreams 1B Sorcery As an additional cost to cast this spell, discard X cards. Sickening Dreams deals X damage to each creature and each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skeletal Scrying XB Instant 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	Skeletal Scrying XB Instant 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	Smother 1B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smother 1B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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	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

Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation ①B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Death Pit Offering ②BB Enchantment When this enchantment enters, sacrifice all creatures you control. Creatures you control get +2/+2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dystopia ①BBB 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 ①BBB 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

B

Choose one --

- * Target opponent loses 1 life and you gain 1 life.
- * Exile up to three target cards from a single graveyard.
- * Target creature gains fear until end of turn. (It can't be blocked except by artifact creatures and/or black creatures.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When a creature is put into an opponent's graveyard from the battlefield, if this permanent is an enchantment, it becomes a 3/2 Phyrexian Imp creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When a creature is put into an opponent's graveyard from the battlefield, if this permanent is an enchantment, it becomes a 3/2 Phyrexian Imp creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

When a creature is put into an opponent's graveyard from the battlefield, if this permanent is an enchantment, it becomes a 3/2 Phyrexian Imp creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
{T}: Exile the bottom card of target
player's graveyard.
{1}, Sacrifice this artifact: Exile
target card from a graveyard. Draw a
card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Destroy target creature with mana value 3 or less. 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. [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	Zuran Orb 0 Artifact Sacrifice a land: You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
---	--	---	--