

Blacklance Paragon 1 B Creature -- Human Knight Flash When this creature enters, target Knight gains deathtouch and lifelink until end of turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blacklance Paragon 1 B Creature -- Human Knight Flash When this creature enters, target Knight gains deathtouch and lifelink until end of turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blacklance Paragon 1 B Creature -- Human Knight Flash When this creature enters, target Knight gains deathtouch and lifelink until end of turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. 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. 2/1 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act (1)(B) Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act (1)(B) Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Choose one --

- * Destroy target creature with no counters on it.
- * Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose one --

- * Destroy target creature with no counters on it.
- * Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Creature -- Human Pirate

Flying

When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Creature -- Human Pirate

Flying

When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Creature -- Human Pirate

Flying

When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Creature -- Human Pirate

Flying

When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of the Ebon Legion (B)

Creature -- Vampire Knight

{2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of the Ebon Legion (B)

Creature -- Vampire Knight

{2}/{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of the Ebon Legion (B) Creature -- Vampire Knight {2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Ebon Legion (B) Creature -- Vampire Knight {2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Rider (1)(B)(B) Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End (1)(B)(B) Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rankle, Master of Pranks (2)(B)(B) Legendary Creature -- Faerie Rogue Flying, haste Whenever Rankle deals combat damage to a player, choose any number -- * Each player discards a card. * Each player loses 1 life and draws a card. * Each player sacrifices a creature of their choice. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rankle, Master of Pranks (2)(B)(B) Legendary Creature -- Faerie Rogue Flying, haste Whenever Rankle deals combat damage to a player, choose any number -- * Each player discards a card. * Each player loses 1 life and draws a card. * Each player sacrifices a creature of their choice. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rankle, Master of Pranks (2)(B)(B) Legendary Creature -- Faerie Rogue Flying, haste Whenever Rankle deals combat damage to a player, choose any number -- * Each player discards a card. * Each player loses 1 life and draws a card. * Each player sacrifices a creature of their choice. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotting Regisaur (2)(B) Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotting Regisaur (2)(B) Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rotting Regisaur 2 B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rotting Regisaur 2 B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spawn of Mayhem 2 B B Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spawn of Mayhem 2 B B Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spawn of Mayhem 2 B B Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spawn of Mayhem 2 B B Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 4/4 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	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	Tymaret, Chosen from DeathBB Legendary Enchantment Creature -- Demigod Tymaret's toughness is equal to your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) {1}{B}: Exile up to two target cards from graveyards. You gain 1 life for each creature card exiled this way. 2/* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tymaret, Chosen from DeathBB Legendary Enchantment Creature -- Demigod Tymaret's toughness is equal to your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) {1}{B}: Exile up to two target cards from graveyards. You gain 1 life for each creature card exiled this way. 2/* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cry of the Carnarium1BB Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cry of the Carnarium ①(B)(B) Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cry of the Carnarium ①(B)(B) Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cry of the Carnarium ①(B)(B) Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasp of Darkness (B)(B) Instant Target creature gets -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grasp of Darkness (B)(B) Instant Target creature gets -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasp of Darkness (B)(B) Instant Target creature gets -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaervek, the Spiteful ②(B)(B) Legendary Creature -- Human Warlock Other creatures get -1/-1. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Rider ①(B)(B) Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. [sideboard] 2/3 ----- ADVENTURE ----- Swift End ①(B)(B) Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	