

Bad Moon 1 B Enchantment Black creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bad Moon 1 B Enchantment Black creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B 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 PLAYbotbox.dev	Cabal Therapy B 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 PLAYbotbox.dev
Carnophage B Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnophage B Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnophage B Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnophage B Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - ECB - Unknown format (Contraption League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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
Dauthi Horror 1 B Creature -- Dauthi Horror Shadow (This creature can block or be blocked by only creatures with shadow.) This creature can't be blocked by white creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Horror 1 B Creature -- Dauthi Horror Shadow (This creature can block or be blocked by only creatures with shadow.) This creature can't be blocked by white creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Horror 1 B Creature -- Dauthi Horror Shadow (This creature can block or be blocked by only creatures with shadow.) This creature can't be blocked by white creatures. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Slayer B B Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Edict (1)(B) Instant Target player sacrifices a creature of their choice. 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 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 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 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 PLAY botbox.dev

Hatred 3BB Instant As an additional cost to cast this spell, pay X life. Target creature gets +X/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hatred 3BB Instant As an additional cost to cast this spell, pay X life. Target creature gets +X/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hypnotic Specter 1BB Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2	Hypnotic Specter 1BB Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2
Hypnotic Specter 1BB Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2	Hypnotic Specter 1BB Creature -- Specter Flying Whenever this creature deals damage to an opponent, that player discards a card at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2	Knight of Stromgald BB Creature -- Human Knight Protection from white {B}: This creature gains first strike until end of turn. {B}{B}: This creature gets +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/1	Knight of Stromgald BB Creature -- Human Knight Protection from white {B}: This creature gains first strike until end of turn. {B}{B}: This creature gets +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/1

Lake of the Dead Land If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add {B}. {T}, Sacrifice a Swamp: Add {B}{B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lake of the Dead Land If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add {B}. {T}, Sacrifice a Swamp: Add {B}{B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarcomancy Enchantment When this enchantment enters, create a 2/2 black Zombie creature token. At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarcomancy Enchantment When this enchantment enters, create a 2/2 black Zombie creature token. At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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

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

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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
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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	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	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 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

2 B

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

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2 B

```
White spells cost {3} more to cast.
Activated abilities of white
enchancements cost {3} more to
activate.
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2 B

White spells cost {3} more to cast.
Activated abilities of white
enchantments cost {3} more to
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Protection from white
{B}: This creature gains first
strike until end of turn.
{B}{B}: This creature gets +1/+0
until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Protection from white
{B}: This creature gains first strike until end of turn.
{B}{B}: This creature gets +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Trample
Whenever this creature is dealt
damage, sacrifice that many
permanents.

5/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withered Wretch



Creature -- Zombie Cleric

```
{1}: Exile target card from a graveyard.
```

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

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[sideboard]

2/2

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[sideboard]

2/2

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