

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

① ②

Instant

Destroy target nonlegendary creature.

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① ②

Sorcerv

Target player sacrifices a creature of their choice.  
Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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① B B

Creature -- Rat

When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Creature -- Rat

When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

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| <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                         | <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                         |
| <div><div><div>Disfigure</div><div>B</div></div><div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Disfigure</div><div>B</div></div><div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Font of Return</div><div>1B</div></div><div><div>Enchantment</div><div>{3}{B}, Sacrifice this enchantment: Return up to three target creature cards from your graveyard to your hand.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Font of Return</div><div>1B</div></div><div><div>Enchantment</div><div>{3}{B}, Sacrifice this enchantment: Return up to three target creature cards from your graveyard to your hand.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Font of Return<div>1B</div></div> <div>Enchantment</div> <div>{3}{B}, Sacrifice this enchantment: Return up to three target creature cards from your graveyard to your hand.</div> <div>2/1</div> <div>----- OTHER FACE -----</div> <div>Chittering Host</div> <div>Creature -- Eldrazi Horror</div> <div>Haste<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>When this creature enters, other creatures you control get +1/+0 and gain menace until end of turn.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div>Graf Rats<div>1B</div></div> <div>Creature -- Rat</div> <div>At the beginning of combat on your turn, if you both own and control this creature and a creature named Midnight Scavengers, exile them, then meld them into Chittering Host.</div> <div>2/1</div> <div>----- OTHER FACE -----</div> <div>Chittering Host</div> <div>Creature -- Eldrazi Horror</div> <div>Haste<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>When this creature enters, other creatures you control get +1/+0 and gain menace until end of turn.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Graf Rats<div>1B</div></div> <div>Creature -- Rat</div> <div>At the beginning of combat on your turn, if you both own and control this creature and a creature named Midnight Scavengers, exile them, then meld them into Chittering Host.</div> <div>2/1</div> <div>----- OTHER FACE -----</div> <div>Chittering Host</div> <div>Creature -- Eldrazi Horror</div> <div>Haste<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>When this creature enters, other creatures you control get +1/+0 and gain menace until end of turn.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Graf Rats<div>1B</div></div> <div>Creature -- Rat</div> <div>At the beginning of combat on your turn, if you both own and control this creature and a creature named Midnight Scavengers, exile them, then meld them into Chittering Host.</div> <div>2/1</div> <div>----- OTHER FACE -----</div> <div>Chittering Host</div> <div>Creature -- Eldrazi Horror</div> <div>Haste<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>When this creature enters, other creatures you control get +1/+0 and gain menace until end of turn.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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① ②

When this creature enters, target opponent discards a card.

1/1

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① ②

When this creature enters, target opponent discards a card.

1/1

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2 B

Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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② ③

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Sign in Blood</div><div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Target player draws two cards and loses 2 life.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sinuuous Vermin</div><div><div>1</div><div>B</div></div></div><div>Creature -- Rat Horror</div><div>{3}{B}{B}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)<br/>As long as this creature is monstrous, it has menace. (It can't be blocked except by two or more creatures.)</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sinuuous Vermin</div><div><div>1</div><div>B</div></div></div><div>Creature -- Rat Horror</div><div>{3}{B}{B}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)<br/>As long as this creature is monstrous, it has menace. (It can't be blocked except by two or more creatures.)</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sinuuous Vermin</div><div><div>1</div><div>B</div></div></div><div>Creature -- Rat Horror</div><div>{3}{B}{B}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)<br/>As long as this creature is monstrous, it has menace. (It can't be blocked except by two or more creatures.)</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                              | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                       | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                       | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                       |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tragic Slip</div> <div>Instant</div> <div>Target creature gets -1/-1 until end of turn.<br/>Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tragic Slip</div> <div>Instant</div> <div>Target creature gets -1/-1 until end of turn.<br/>Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tragic Slip</div> <div>Instant</div> <div>Target creature gets -1/-1 until end of turn.<br/>Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><b>Typhoid Rats</b><div>B</div></div><div>Creature -- Rat</div><div>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Typhoid Rats</b><div>B</div></div><div>Creature -- Rat</div><div>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Typhoid Rats</b><div>B</div></div><div>Creature -- Rat</div><div>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Typhoid Rats</b><div>B</div></div><div>Creature -- Rat</div><div>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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