

B

Lifelink, haste

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.

1/1

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2 B

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1/1

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BB

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Shadow (this creature can block or
be blocked by only creatures with
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This creature attacks each combat if
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2/2

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This creature attacks each combat if able.

2/2

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X 1 B

Spend only black mana on X. Drain Life deals X damage to any target. You gain life equal to the damage dealt, but not more life than the player's life total before the damage was dealt, the planeswalker's loyalty before the damage was dealt, or the creature's toughness.

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(X)(1)(B)

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① B B

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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B

Target player loses 2 life.
Escape--**{3}{B}**, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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1 B

Flash
Enchant creature
Enchanted creature gets +2/+0.
When enchanted creature dies, return
it to the battlefield tapped under
its owner's control.

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Enchant creature
Enchanted creature gets +2/+0.
When enchanted creature dies, return
it to the battlefield tapped under
its owner's control.

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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.

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2/1

Order of the Ebon Hand (B)(B) Creature -- Cleric 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Order of the Ebon Hand (B)(B) Creature -- Cleric 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Order of the Ebon Hand (B)(B) Creature -- Cleric 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sewer Shambler (2)(B) Creature -- Zombie Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Scavenge {2}{B} ({2}{B}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sewer Shambler (2)(B) Creature -- Zombie Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Scavenge {2}{B} ({2}{B}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sewer Shambler (2)(B) Creature -- Zombie Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Scavenge {2}{B} ({2}{B}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sewer Shambler (2)(B) Creature -- Zombie Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Scavenge {2}{B} ({2}{B}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sovereign's Bite (1)(B) Sorcery Target player loses 3 life and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	Undying Malice Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undying Malice Instant Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vampire's Kiss 1B Sorcery Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire's Kiss 1B Sorcery Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire's Kiss 1B Sorcery Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampire's Kiss 1B Sorcery Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drown in Sorrow 1BB Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geth's Verdict BB Instant Target player sacrifices a creature of their choice and loses 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geth's Verdict BB Instant Target player sacrifices a creature of their choice and loses 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment of Defiance 2B Instant Target creature gets +2/+1 and gains lifelink until end of turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reave Soul ①B Sorcery Destroy target creature with power 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reave Soul ①B Sorcery Destroy target creature with power 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reave Soul ①B Sorcery Destroy target creature with power 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trespasser's Curse ①B Enchantment -- Aura Curse Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trespasser's Curse ①B Enchantment -- Aura Curse Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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