## Bloodsoaked Champion {B}

Creature -- Human Warrior

This creature can't block.
Raid -- {1}{B}: Return this card from your graveyard to the battlefield. Activate only if you attacked this turn.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Corpses of the Lost {2}{B}

Enchantment

Skeletons you control get +1/+0 and have haste.
When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.
At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.
(You descended if a permanent card was put into your graveyard from anywhere.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Hadera, Aine - Unknown format (MO ???99???#1 (?112????CS)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

## Dead of Winter {2}{B}

Sorcery

All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Erebos's Intervention {X}{B}

Instant

Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
* Exile up to twice X target cards from graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Homicide Investigator {1}{B}

Creature -- Human Detective

Whenever one or more nontoken creatures you control die, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

**2/2**

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**Playtest cards - Hadera, Aine - Unknown format (MO ???99???#1 (?112????CS)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Laquatus's Champion {4}{B}{B}

Creature -- Nightmare Horror

When this creature enters, target player loses 6 life.
When this creature leaves the battlefield, that player gains 6 life.
{B}: Regenerate this creature.

**6/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lashwrithe {4}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 for each Swamp you control.
Equip {B/P}{B/P} ({B/P} can be paid with either {B} or 2 life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lashwrithe {4}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 for each Swamp you control.
Equip {B/P}{B/P} ({B/P} can be paid with either {B} or 2 life.)

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Equip {B/P}{B/P} ({B/P} can be paid with either {B} or 2 life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mornsong Aria {1}{B}{B}

Legendary Enchantment

Players can't draw cards or gain life.
At the beginning of each player's draw step, that player loses 3 life, searches their library for a card, puts it into their hand, then shuffles.

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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.)

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## Pox Plague {B}{B}{B}{B}{B}

Sorcery

Each player loses half their life, then discards half the cards in their hand, then sacrifices half the permanents they control of their choice. Round down each time.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rankle's Prank {2}{B}{B}

Sorcery

Choose one or more --
* Each player discards two cards.
* Each player loses 4 life.
* Each player sacrifices two creatures of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Rankle's Prank {2}{B}{B}

Sorcery

Choose one or more --
* Each player discards two cards.
* Each player loses 4 life.
* Each player sacrifices two creatures of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Snow-Covered Swamp**

Basic Snow Land -- Swamp

({T}: Add {B}.)

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## Soul Transfer {1}{B}{B}

Sorcery

Choose one. If you control an artifact and an enchantment as you cast this spell, you may choose both instead.
* Exile target creature or planeswalker.
* Return target creature or planeswalker card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vraan, Executioner Thane {1}{B}

Legendary Creature -- Phyrexian Vampire

Whenever one or more other creatures you control die, each opponent loses 2 life and you gain 2 life. This ability triggers only once each turn.

**2/2**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Erebos's Intervention {X}{B}

Instant

Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
* Exile up to twice X target cards from graveyards.

[sideboard]

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## Homicide Investigator {1}{B}

Creature -- Human Detective

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[sideboard]

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## Lashwrithe {4}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 for each Swamp you control.
Equip {B/P}{B/P} ({B/P} can be paid with either {B} or 2 life.)

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## Lost Legacy {1}{B}{B}

Sorcery

Choose a nonartifact, nonland card name. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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[sideboard]

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## Misery's Shadow {1}{B}

Creature -- Shade

If a creature an opponent controls would die, exile it instead.
{1}: This creature gets +1/+1 until end of turn.

[sideboard]

**2/2**

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**Pox Plague** {B}{B}{B}{B}{B}

Sorcery

Each player loses half their life, then discards half the cards in their hand, then sacrifices half the permanents they control of their choice. Round down each time.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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