## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Cabal Archon (2)(B)

Creature -- Human Cleric

{B}, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life.

**2/2**

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**2/2**

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



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Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dark Supplicant (B)

Creature -- Human Cleric

{T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it onto the battlefield. If you search your library this way, shuffle.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Lonergan, Brian - Premodern v3 Group 0F0F53 (Dark Supplicant, Cabal Archo** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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**1/1**

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


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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Graveborn Muse {2}{B}{B}

Creature -- Zombie Spirit

At the beginning of your upkeep, you draw X cards and lose X life, where X is the number of Zombies you control.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plaguebearer (1)(B)

Creature -- Zombie

{X}{X}{B}: Destroy target nonblack creature with mana value X.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Powder Keg (2)

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Priest of Gix (2)(B)

Creature -- Phyrexian Human Cleric Minion

When this creature enters, add {B}{B}{B}.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Phyrexian Human Cleric Minion

When this creature enters, add {B}{B}{B}.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rotlung Reanimator {2}{B}

Creature -- Zombie Cleric

Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Scion of Darkness {5}{B}{B}{B}

Creature -- Avatar

Trample
Whenever this creature deals combat damage to a player, you may put target creature card from that player's graveyard onto the battlefield under your control.
Cycling {3} ({3}, Discard this card: Draw a card.)

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

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**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B}.)

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({T}: Add {B}.)

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**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Wasteland**

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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## Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Bad Moon {1}{B}

Enchantment

Black creatures get +1/+1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment

Black creatures get +1/+1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dystopia {1}{B}{B}

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 PLAY botbox.dev



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## Dystopia (1)(B)(B)

Enchantment

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[sideboard]

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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 PLAY botbox.dev


## Engineered Plague (2)(B)

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Engineered Plague (2)(B)

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Gloom (2)(B)

Enchantment

White spells cost {3} more to cast.
Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Gloom (2)(B)

Enchantment

White spells cost {3} more to cast.
Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Phyrexian Negator (2)(B)

Creature -- Phyrexian Horror

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

[sideboard]

5/5

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**Phyrexian Negator** 2B

Creature -- Phyrexian Horror

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

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Phyrexian Negator** 2B

Creature -- Phyrexian Horror

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

[sideboard]

5/5

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**Phyrexian Negator** 2B

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[sideboard]

5/5

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