Body Snatcher {2}{B}{B}

Creature -- Phyrexian Minion

When this creature enters, exile it unless you discard a creature card. When this creature dies, exile it and return target creature card from your graveyard to the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cabal Therapist {B}

Creature -- Horror

Menace
At the beginning of your first main phase, you may sacrifice a creature. When you do, choose a nonland card name, then target player reveals their hand and discards all cards with that name.

1/1

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Callous Bloodmage (2)(B)

Creature -- Vampire Warlock

When this creature enters, choose one --
* Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."
* You draw a card and you lose 1 life.
* Exile target player's graveyard.

2/1

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Cemetery Desecrator (4)(B)(B)

Creature -- Zombie

Menace
When this creature enters or dies, exile another card from a graveyard. When you do, choose one --
* Remove X counters from target permanent, where X is the mana value of the exiled card.
* Target creature an opponent controls gets -X/-X until end of turn, where X is the mana value of the exiled card.

4/4

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When this creature enters or dies, exile another card from a graveyard. When you do, choose one --
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Crabomination {4}{B}{B}

Creature -- Crab Demon

Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.)
When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.

5/5

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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

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Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

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Solemn Simulacrum 4

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, you may draw a card.

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The Sibsig Ceremony BBB

Legendary Enchantment

Creature spells you cast cost {2} less to cast.
Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token.

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Woe Strider (2)(B)

Creature -- Horror

When this creature enters, create a 0/1 white Goat creature token.
Sacrifice another creature: Scry 1.
Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)
This creature escapes with two +1/+1 counters on it.

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

2/1

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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.

[sideboard]

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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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch's Vengeance (1)(B)(B)

Sorcery

Creatures of the creature type of your choice get -3/-3 until end of turn.

[sideboard]

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