

Bloodthrone Vampire (1)(B) Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthrone Vampire (1)(B) Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthrone Vampire (1)(B) Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthrone Vampire (1)(B) Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Carrion Feeder (B) Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder (B) Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder (B) Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder (B) Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Add $\{B\}\{B\}\{B\}$.

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B

Return target creature card and all other cards with the same name as that card from your graveyard to your hand.

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Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

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2 B

Target player loses X life and you gain X life, where X is the greatest power among creatures you control.

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When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

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When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

1/1

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Nested Shambler (B) Creature -- Zombie When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nezumi Linkbreaker (B) Creature -- Rat Warlock When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nezumi Linkbreaker (B) Creature -- Rat Warlock When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nezumi Linkbreaker (B) Creature -- Rat Warlock When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Perigee Beckoner 4B Creature -- Horror When this creature enters, until end of turn, another target creature you control gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control." Warp {1}{B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sadistic Glee B Enchantment -- Aura Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sadistic Glee B Enchantment -- Aura Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supernatural Stamina B Instant Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Accursed Marauder 1B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accursed Marauder 1B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accursed Marauder 1B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arms of Hadar 3B Sorcery Creatures target player controls get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cast Down 1 B Instant Destroy target nonlegendary creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Incursion 2 B Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drown in Sorrow 1 B B 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 PLAY botbox.dev	Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Macabre 1 B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Medicine 1 B Instant Target creature gains your choice of lifelink or indestructible until end of turn. Amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Medicine 1 B Instant Target creature gains your choice of lifelink or indestructible until end of turn. Amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotten Reunion B Instant Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.) Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Slip B Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unmake W/B W/B W/B Instant Exile target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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