

Accursed Marauder

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

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Bone Picker

Creature -- Bird

This spell costs {3} less to cast if a creature died this turn.
Flying, deathtouch

3/2

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Corrupted Conviction B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupted Conviction B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupted Conviction B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corrupted Conviction B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mesmeric Fiend 1B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mesmeric Fiend 1B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Not Dead After All B Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not Dead After All B Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not Dead After All B Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not Dead After All B Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rite of Consumption 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Ghast B Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Ghast B Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Ghast B Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 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	Temporal Intervention 2B Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Intervention 2B Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Intervention 2B Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Contaminated Ground 1 B Enchantment -- Aura Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Ground 1 B Enchantment -- Aura Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Ground 1 B Enchantment -- Aura Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Ground 1 B Enchantment -- Aura Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [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 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 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 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 PLAYbotbox.dev
Sylvok Lifestaff ① Artifact -- Equipment Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvok Lifestaff ① Artifact -- Equipment Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvok Lifestaff ① Artifact -- Equipment Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvok Lifestaff ① Artifact -- Equipment Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tragic Slip Ⓑ 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	Tragic Slip Ⓑ 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	Tragic Slip Ⓑ 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	