

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Rat

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Creature -- Human Wizard

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Cuombajj Witches (B)(B) Creature -- Human Wizard {T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cuombajj Witches (B)(B) Creature -- Human Wizard {T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cuombajj Witches (B)(B) Creature -- Human Wizard {T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dauthi Slayer (B)(B) Creature -- Dauthi Soldier Shadow (This creature can block or be blocked by only creatures with shadow.) This creature attacks each combat if able. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Defile

B

Instant

Target creature gets -1/-1 until end of turn for each Swamp you control.

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Divest

(B)

Sorcery

Target player reveals their hand. You choose an artifact or creature card from it. That player discards that card.

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Duress

B

Sorcery

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

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Sorcery

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

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Extract a Confession (1)(B)

① ②

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.

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Gray Merchant of Asphodel (3)(B)(B)

3 B B

Creature -- Zombie

When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

2/4

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Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sign in Blood B B Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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1 B

When this artifact enters, each opponent sacrifices a creature of their choice.

Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. (Craft only as a sorcery.)

- - - BACK FACE - - -

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

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When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

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① ⑧

Enchant player
Whenever a creature enchanted player
controls enters, that player loses 1
life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant player
Whenever a creature enchanted player
controls enters, that player loses 1
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant land
Enchanted land is a Swamp.
Whenever enchanted land becomes
tapped, its controller loses 2 life.

[sidebar]

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① B

Enchant land
Enchanted land is a Swamp.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Enchant land
Enchanted land is a Swamp.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant land
Enchanted land is a Swamp.
Whenever enchanted land becomes
tapped, its controller loses 2 life.

[sidebar]

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2 B

{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.

1/1

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① ②

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

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① ② B

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

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1 B

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

① ②

2 B

Creatures your opponents control get -1/-1 until end of turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

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3 B

Deathtouch
When this creature enters, you
become the monarch.

1/3

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(B)

Target creature gains deathtouch and lifelink until end of turn.
Investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")

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Toxin Analysis (B) Instant Target creature gains deathtouch and lifelink until end of turn. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trespasser's Curse (1)(B) Enchantment -- Aura Curse Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trespasser's Curse (1)(B) Enchantment -- Aura Curse Enchant player Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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