

Accursed Marauder (1)(B) 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	Accursed Marauder (1)(B) 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	Ashen-Skin Zubera (1)(B) Creature -- Zubera Spirit When this creature dies, target opponent discards a card for each Zubera that died this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashen-Skin Zubera (1)(B) Creature -- Zubera Spirit When this creature dies, target opponent discards a card for each Zubera that died this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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B

This creature can't block.
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

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B

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Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

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Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)
This land enters tapped.

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① ②

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards.

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1 B

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① B

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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 G

When this creature dies, create a 1/1 colorless Spirit creature token for each Zubera that died this turn.

1/2

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Land

{T}: Add {C}.

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

Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

Basic Land -- Forest

{{T}}: Add {G}.)

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Land -- Swamp Forest

{{T}}: Add {B} or {G}.)
This land enters tapped.

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Basic Land -- Island

({T}: Add {U}.)

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Creature -- Shapeshifter

Changeling (This card is every creature type.)

When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

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1/3

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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

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1/1

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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	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
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Moor Land This land enters tapped. As it enters, choose a color other than black. {T}: Add {B} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Moor Land This land enters tapped. As it enters, choose a color other than black. {T}: Add {B} or one mana of the chosen color. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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B

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

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B

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Draw two cards.

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(B)

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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

[sidebar]

2/1

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{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

[sidebar]

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①

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

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Destroy target nonlegendary creature.

[sideboard]

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Cast Down 1 B Instant Destroy target nonlegendary creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal 1 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mesmeric Fiend 1 B 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. [sideboard] 1/1 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] 1/1 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] 1/1 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev