

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Destroy target nonlegendary creature.

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Destroy target nonlegendary creature.

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Creature -- Rat

When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

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2/2

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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 PLAY botbox.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	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	Diabolic Edict 1 B Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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B

Target creature gets -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters, you draw a card and you lose 1 life.

1/1

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1/1

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① B

When this creature enters, you draw a card and you lose 1 life.

1/1

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1 B

When this creature enters, you draw a card and you lose 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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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3 B B

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2/4

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3 B B

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gray Merchant of Asphodel 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gurmag Angler 6 B Creature -- Zombie Fish Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Rager 2 B Creature -- Phyrexian Horror When this creature enters, you draw a card and you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Rager 2 B Creature -- Phyrexian Horror When this creature enters, you draw a card and you lose 1 life. 2/2 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	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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Tendrils of Corruption 3B Instant Tendrils of Corruption deals X damage to target creature and you gain X life, where X is the number of Swamps you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thorn of the Black Rose 3B Creature -- Human Assassin Deathtouch When this creature enters, you become the monarch. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thorn of the Black Rose 3B Creature -- Human Assassin Deathtouch When this creature enters, you become the monarch. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thorn of the Black Rose 3B Creature -- Human Assassin Deathtouch When this creature enters, you become the monarch. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thorn of the Black Rose (3)(B) Creature -- Human Assassin Deathtouch When this creature enters, you become the monarch. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Cottage Land -- Swamp ([T]): Add [B].) This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Cottage Land -- Swamp ([T]): Add [B].) This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Cottage Land -- Swamp ([T]): Add [B].) This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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