

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

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Alms of the Vein

2 B

Sorcery

Target opponent loses 3 life and you gain 3 life.
Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

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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 Shards

(B)

Sorcery

As an additional cost to cast this spell, sacrifice a creature or discard a card.
Destroy target creature or planeswalker.

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Bone Shards B Sorcery As an additional cost to cast this spell, sacrifice a creature or discard a card. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Defile B Instant Target creature gets -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td> </td> </td>	Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Defile B Instant Target creature gets -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td> </td>	Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Defile B Instant Target creature gets -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Defile B Instant Target creature gets -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dihada's Ploy 1UB Instant Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Dimir Aqueduct Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Echoing Decay 1B Instant Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Gorgon Recluse 3BB Creature -- Gorgon Whenever this creature blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. Madness {B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td> </td> </td>	Dimir Aqueduct Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Echoing Decay 1B Instant Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Gorgon Recluse 3BB Creature -- Gorgon Whenever this creature blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. Madness {B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td> </td>	Echoing Decay 1B Instant Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Gorgon Recluse 3BB Creature -- Gorgon Whenever this creature blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. Madness {B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Gorgon Recluse 3BB Creature -- Gorgon Whenever this creature blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. Madness {B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gorgon Recluse 3 B B Creature -- Gorgon Whenever this creature blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. Madness {B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gorgon Recluse 3 B B Creature -- Gorgon Whenever this creature blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. Madness {B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gorgon Recluse 3 B B Creature -- Gorgon Whenever this creature blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat. Madness {B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ice Tunnel Snow Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Imp 3 B Creature -- Imp Flying, haste Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Imp 3 B Creature -- Imp Flying, haste Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitchen Imp 3 B Creature -- Imp Flying, haste Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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Thorn of the Black Rose (3)(B)

Creature -- Human Assassin

Deathtouch

When this creature enters, you become the monarch.

1/3

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Tortured Existence (B)

Enchantment

{B}, Discard a creature card: Return target creature card from your graveyard to your hand.

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5 B

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

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1 B

Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

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Vampire's Kiss 1 B Sorcery Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wither and Bloom 1 B Instant Target creature gets -3/-3 until end of turn. {1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Annuḷ U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annuḷ U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arms of Hadar 3 B Sorcery Creatures target player controls get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashes to Ashes 1 B B Sorcery Exile two target nonartifact creatures. Ashes to Ashes deals 5 damage to you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkness B Instant Prevent all combat damage that would be dealt this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extract a Confession 1B 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extract the Truth 1B Sorcery Choose one -- * Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card. * Target opponent sacrifices an enchantment of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre 1BB Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 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 PLAY botbox.dev	Psychotic Haze 2B B Instant Psychotic Haze deals 1 damage to each creature and each player. Madness {1}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) [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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