

Changeling Outcast (B) Creature -- Shapeshifter Changeling (This card is every creature type.) This creature can't block and can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Changeling Outcast (B) Creature -- Shapeshifter Changeling (This card is every creature type.) This creature can't block and can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Changeling Outcast (B) Creature -- Shapeshifter Changeling (This card is every creature type.) This creature can't block and can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Changeling Outcast (B) Creature -- Shapeshifter Changeling (This card is every creature type.) This creature can't block and can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chittering Skullspeaker (1)(B) Creature -- Squirrel Warlock Starting intensity 0 When Chittering Skullspeaker enters, cards you own named Chittering Skullspeaker intensify by 1. Then you draw X cards and lose X life, where X is Chittering Skullspeaker's intensity. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chittering Skullspeaker (1)(B) Creature -- Squirrel Warlock Starting intensity 0 When Chittering Skullspeaker enters, cards you own named Chittering Skullspeaker intensify by 1. Then you draw X cards and lose X life, where X is Chittering Skullspeaker's intensity. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chittering Skullspeaker (1)(B) Creature -- Squirrel Warlock Starting intensity 0 When Chittering Skullspeaker enters, cards you own named Chittering Skullspeaker intensify by 1. Then you draw X cards and lose X life, where X is Chittering Skullspeaker's intensity. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chittering Skullspeaker (1)(B) Creature -- Squirrel Warlock Starting intensity 0 When Chittering Skullspeaker enters, cards you own named Chittering Skullspeaker intensify by 1. Then you draw X cards and lose X life, where X is Chittering Skullspeaker's intensity. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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BB

Deathtouch, lifelink

2/3

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Deathtouch, lifelink

2/3

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1 B

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target nonartifact creature.

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2 B

Deathtouch
When this creature enters, the Ring tempts you.
Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.
A deck can have up to nine cards named Nazgûl.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nazgûl (2)(B) Creature -- Wraith Knight Deathtouch When this creature enters, the Ring tempts you. Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control. A deck can have up to nine cards named Nazgûl. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nazgûl (2)(B) Creature -- Wraith Knight Deathtouch When this creature enters, the Ring tempts you. Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control. A deck can have up to nine cards named Nazgûl. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nazgûl (2)(B) Creature -- Wraith Knight Deathtouch When this creature enters, the Ring tempts you. Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control. A deck can have up to nine cards named Nazgûl. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nazgûl (2)(B) Creature -- Wraith Knight Deathtouch When this creature enters, the Ring tempts you. Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control. A deck can have up to nine cards named Nazgûl. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Power Word Kill 1 B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Power Word Kill 1 B Instant Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature. 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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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	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
Blightbeetle 1B Creature -- Insect Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.) Creatures your opponents control can't have +1/+1 counters put on them. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightbeetle 1B Creature -- Insect Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.) Creatures your opponents control can't have +1/+1 counters put on them. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightbeetle 1B Creature -- Insect Protection from green (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything green.) Creatures your opponents control can't have +1/+1 counters put on them. [sideboard] 1/1 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

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Grimdancer 1 B B Creature -- Nightmare This creature enters with your choice of two different counters on it from among menace, deathtouch, and lifelink. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grimdancer 1 B B Creature -- Nightmare This creature enters with your choice of two different counters on it from among menace, deathtouch, and lifelink. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stone of Erech 1 Legendary Artifact If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. 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

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