## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

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This land enters tapped.
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## Black Mage's Rod (1)(B)

Artifact -- Equipment

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature gets +1/+0, has "Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent," and is a Wizard in addition to its other types.
Equip {3}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Bump in the Night** {B}

Sorcery

Target opponent loses 3 life.
Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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**Eviscerator's Insight** {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards.
Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

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## Fruit of Tizerus (B)

Sorcery

Target player loses 2 life.
Escape--{3}{B}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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## Okiba Reckoner Raid (B)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I, II -- Each opponent loses 1 life and you gain 1 life.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

## Nezumi Road Captain

Enchantment Creature -- Rat Rogue

Menace
Vehicles you control have menace. (They can't be blocked except by two or more creatures.)

2/2

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## Rakdos Carnarium

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {B}{R}.

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This land enters tapped.
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## Raven of Fell Omens (1)(B)

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Serrated Scorpion (B)

Creature -- Scorpion

When this creature dies, it deals 2 damage to each opponent and you gain 2 life.

1/2

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## Soul Reap {1}{B}

Sorcery

Destroy target nongreen creature. Its controller loses 3 life if you've cast another black spell this turn.

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## Sovereign's Bite {1}{B}

Sorcery

Target player loses 3 life and you gain 3 life.

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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## Tyrant's Choice {1}{B}

Sorcery

Will of the council -- Starting with you, each player votes for death or torture. If death gets more votes, each opponent sacrifices a creature of their choice. If torture gets more votes or the vote is tied, each opponent loses 4 life.

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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.")

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## Vault of Whispers

Artifact Land

{T}: Add {B}.

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## Contaminated Ground (1)(B)

Enchantment -- Aura

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

[sideboard]

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[sideboard]

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**

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**Drown in Sorrow** {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Duress** {B}

Sorcery

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

[sideboard]

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[sideboard]

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**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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Soul Reap** {1}{B}

Sorcery

Destroy target nongreen creature. Its controller loses 3 life if you've cast another black spell this turn.

[sideboard]

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## Tithing Blade {1}{B}

Artifact

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.)

[sideboard]

- - - BACK FACE - - -

## Consuming Sepulcher

Artifact

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

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