

Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barren Moor Land This land enters tapped. {T}: Add {B}. Cycling {B} ({B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chittering Rats 1BB Creature -- Rat When this creature enters, target opponent puts a card from their hand on top of their library. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Geth's Verdict B B Instant Target player sacrifices a creature of their choice and loses 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Geth's Verdict B B Instant Target player sacrifices a creature of their choice and loses 1 life. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/4	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/4
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Liliana's Specter 1 B B Creature -- Specter Flying When this creature enters, each opponent discards a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oubliette 1 B B Enchantment When this enchantment enters, target creature phases out until this enchantment leaves the battlefield. Tap that creature as it phases in this way. (Auras and Equipment phase out with it. While permanents are phased out, they're treated as though they don't exist.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oubliette 1 B B Enchantment When this enchantment enters, target creature phases out until this enchantment leaves the battlefield. Tap that creature as it phases in this way. (Auras and Equipment phase out with it. While permanents are phased out, they're treated as though they don't exist.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pestilence 2 B B Enchantment At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment. {B}: This enchantment deals 1 damage to each creature and each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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
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3 B

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 PLAY botbox.dev

B

Return target creature card with
mana value 3 or less from your
graveyard to the battlefield.
Cycling {2} ({2}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

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Destroy target non-Vampire,  
non-Werewolf, non-Zombie creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Sacrifice this creature: You gain 3 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Sacrifice this creature: You gain 3 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Sacrifice this creature: You gain 3 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Destroy target non-Swamp land. If that land was nonbasic, Choking Sands deals 2 damage to the land's controller.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

① B B

Destroy target non-Swamp land. If that land was nonbasic, Choking Sands deals 2 damage to the land's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way.

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5 B

Corrupt deals damage to any target equal to the number of Swamps you control. You gain life equal to the damage dealt this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

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① B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Read the Bones 2B Sorcery Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	