## Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Bojuka Bog

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

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## Castle Locthwain

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

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## Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

**3/2**

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**3/2**

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## Fatal Push {B}

Instant

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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## Force of Despair {1}{B}{B}

Instant

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost.
Destroy all creatures that entered this turn.

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## Geralf's Messenger {B}{B}{B}

Creature -- Zombie

This creature enters tapped.
When this creature enters, target opponent loses 2 life.
Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

3/2

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## Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Grief {2}{B}{B}

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

**3/2**

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## Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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## Not Dead After All {B}

Instant

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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## Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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({T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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## Sheoldred's Edict {1}{B}

Instant

Choose one --
* Each opponent sacrifices a nontoken creature of their choice.
* Each opponent sacrifices a creature token of their choice.
* Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Sheoldred, the Apocalypse {2}{B}{B}

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

**4/5**

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**Sheoldred, the Apocalypse** 2BB

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**4/5**

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**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

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## Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The One Ring (4)

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The One Ring (4)

Legendary Artifact

Indestructible
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## Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

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## Despark (W)(B)

Instant

Exile target permanent with mana value 4 or greater.

[sideboard]

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## Emrakul, the Aeons Torn (15)

Legendary Creature -- Eldrazi

This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

[sideboard]

**15/15**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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]

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{T}, Sacrifice this artifact: Exile target player's graveyard.
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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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## Pest Control (W)(B)

Sorcery

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

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**Thoughtseize** (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

[sideboard]

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**Thoughtseize** (B)

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